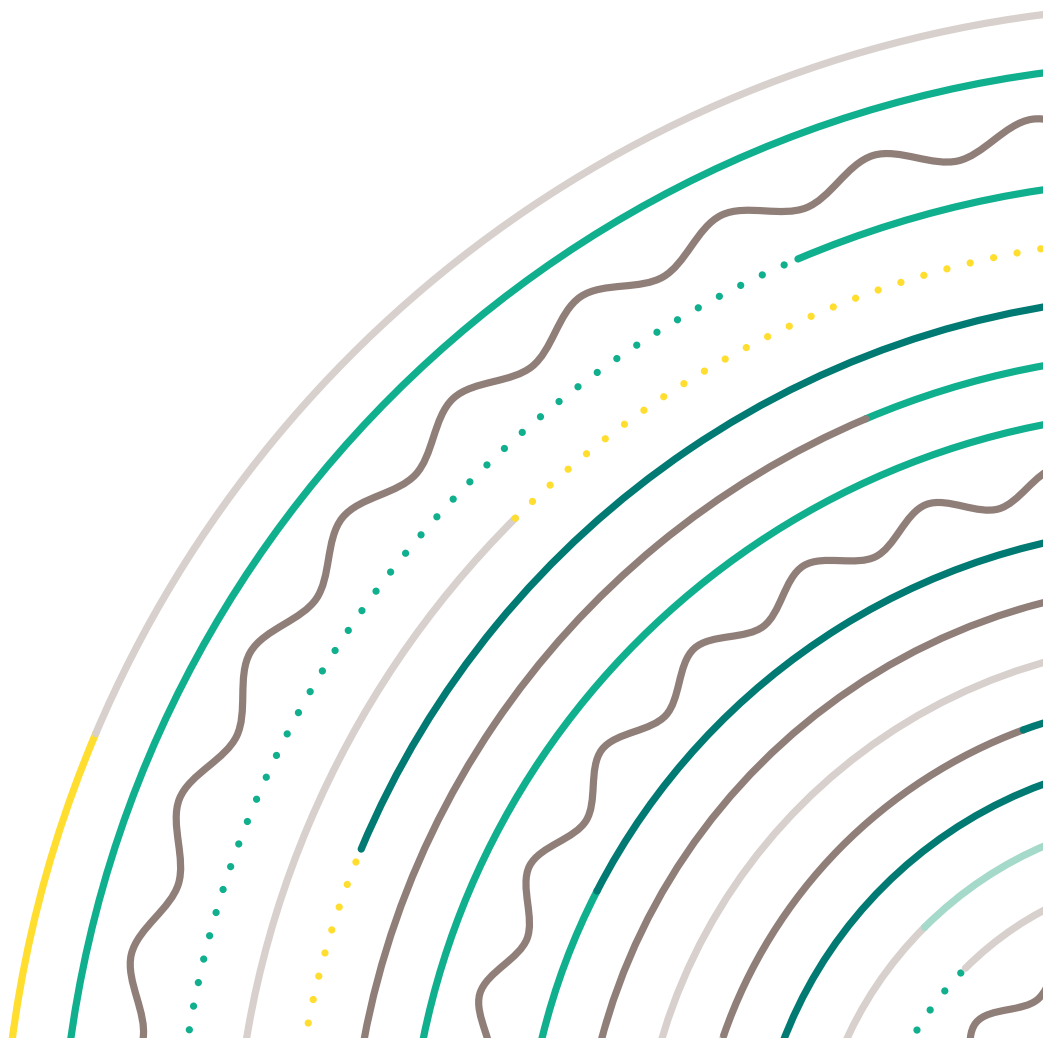


Lifedomus

Integration of KNX devices: Data conversion

31/01/2018
version 1.1



Concepts

The 'Write' column corresponds to 'W' objects: device control.

The 'Read' column corresponds to 'T' objects: state feedback for the controlled device (indicator).

Device integration

Example: management of a module that returns a bit (0/1) to the bus and check of another module that will receive a byte (0/255).

We will apply a trigger system to scenarios.

The triggers will respond to the module's property state based on a bit.

The scenarios will write in the module property based on a byte.

2 options are possible:


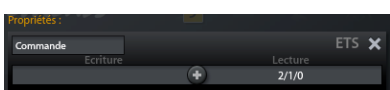
- Use 2 devices in Lifedomus:
The first has a read property whose DPT is on a bit: e.g. a detector, a switch or a light.
The second has a write property whose DPT is on a byte.
With this solution, the default display of widgets in Design Studio will not necessarily be consistent and will depend on the device selection.
- Use one generic KNX device by adding a property and indicating the associated DPTs.
This solution is retained as the device will appear as a generic device in Design Studio.

ETS programming:

Create 2 group addresses (the example uses arbitrary addresses):

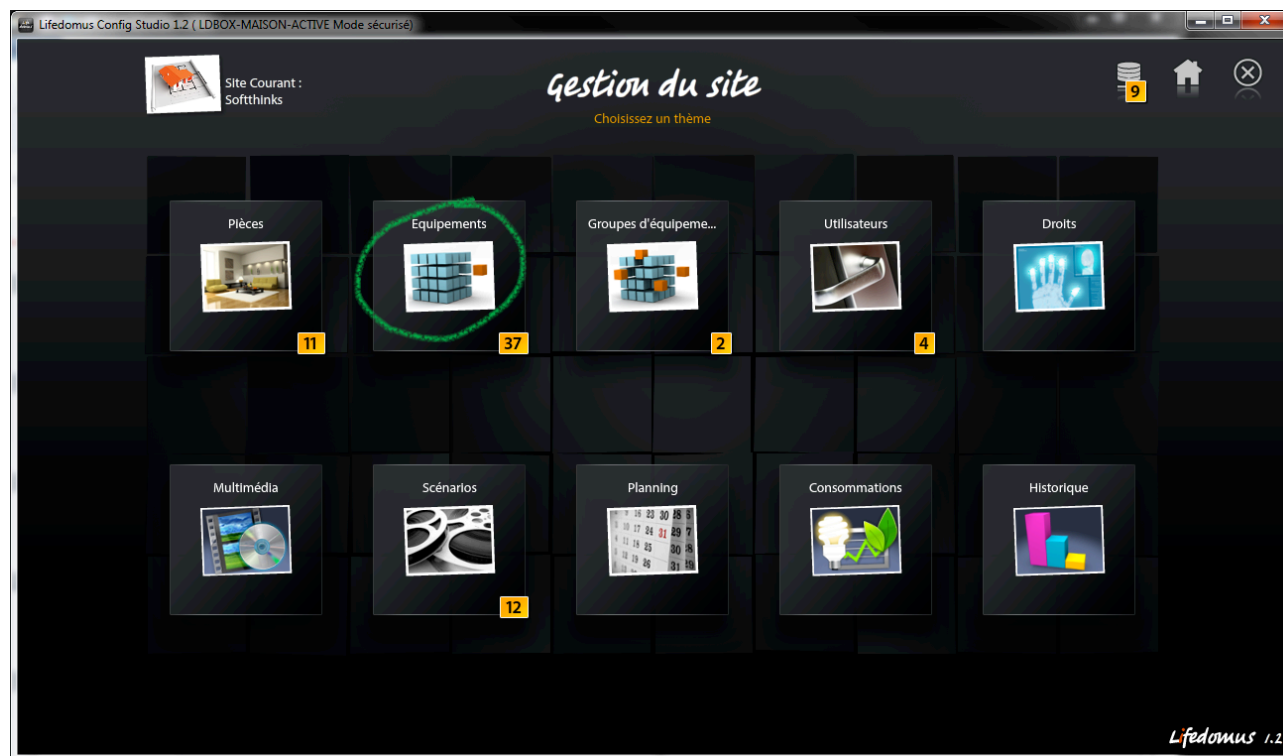
- 1/1/1: related to the 'W' object writing the data on 1 byte.
- 2/1/0: related to the 'T' object returning a state to 1 bit.

Interfacing group addresses and properties in Lifedomus:

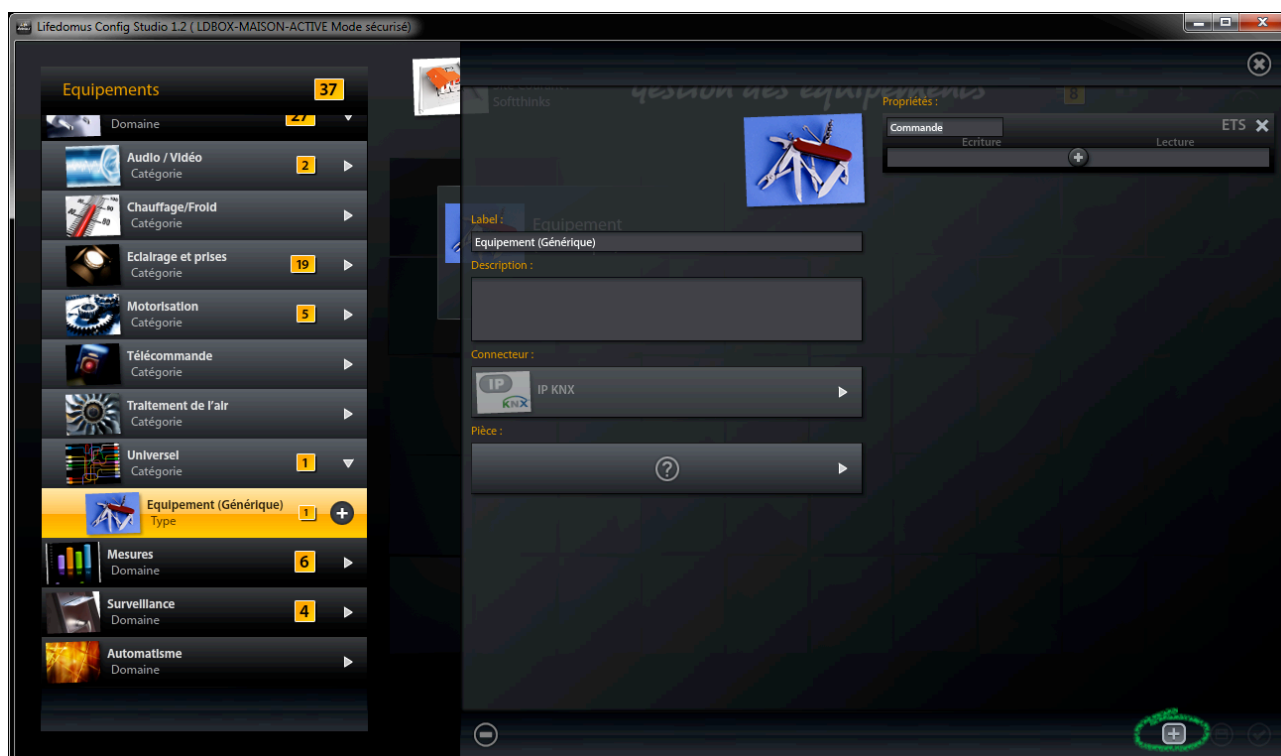
Function		Object	Property
Write value 2 or 3	'W' type object on 1 byte DPT 5.010 for example		
Read value 0 or 1	'T' type object on 1 bit DPT 1.002 for example		

Programming a device:

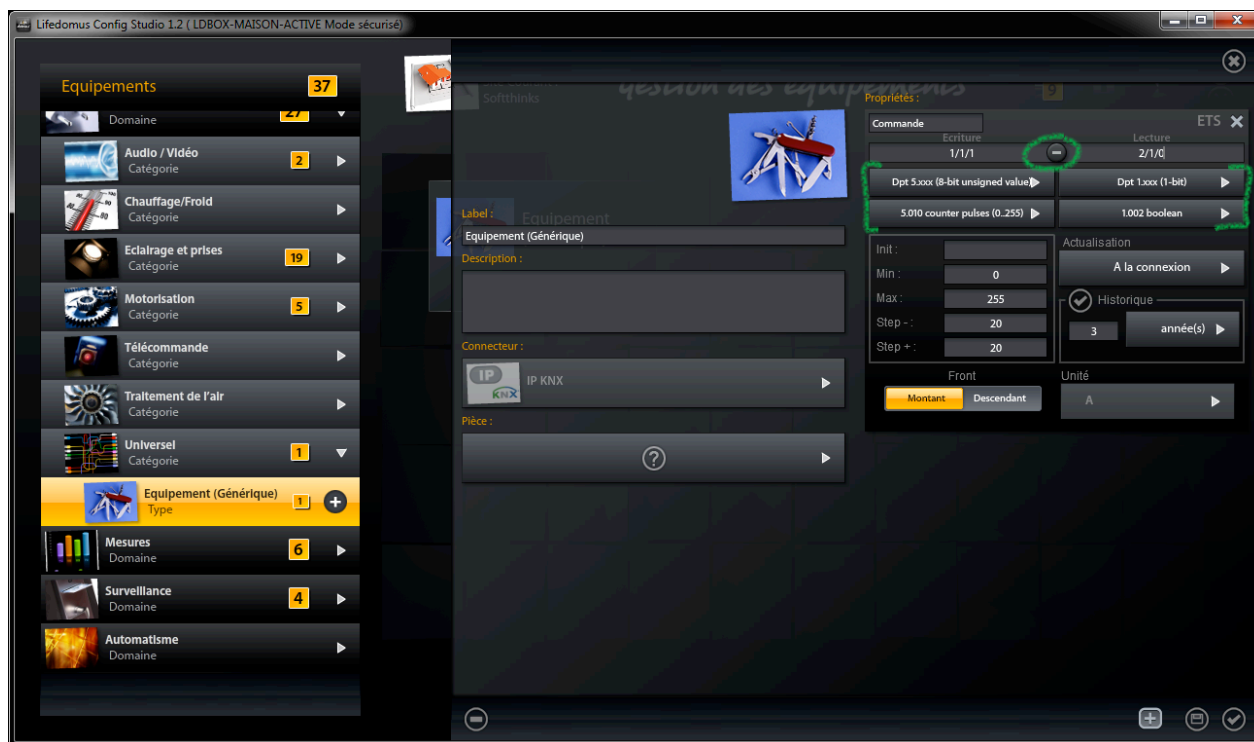
- Create a generic device



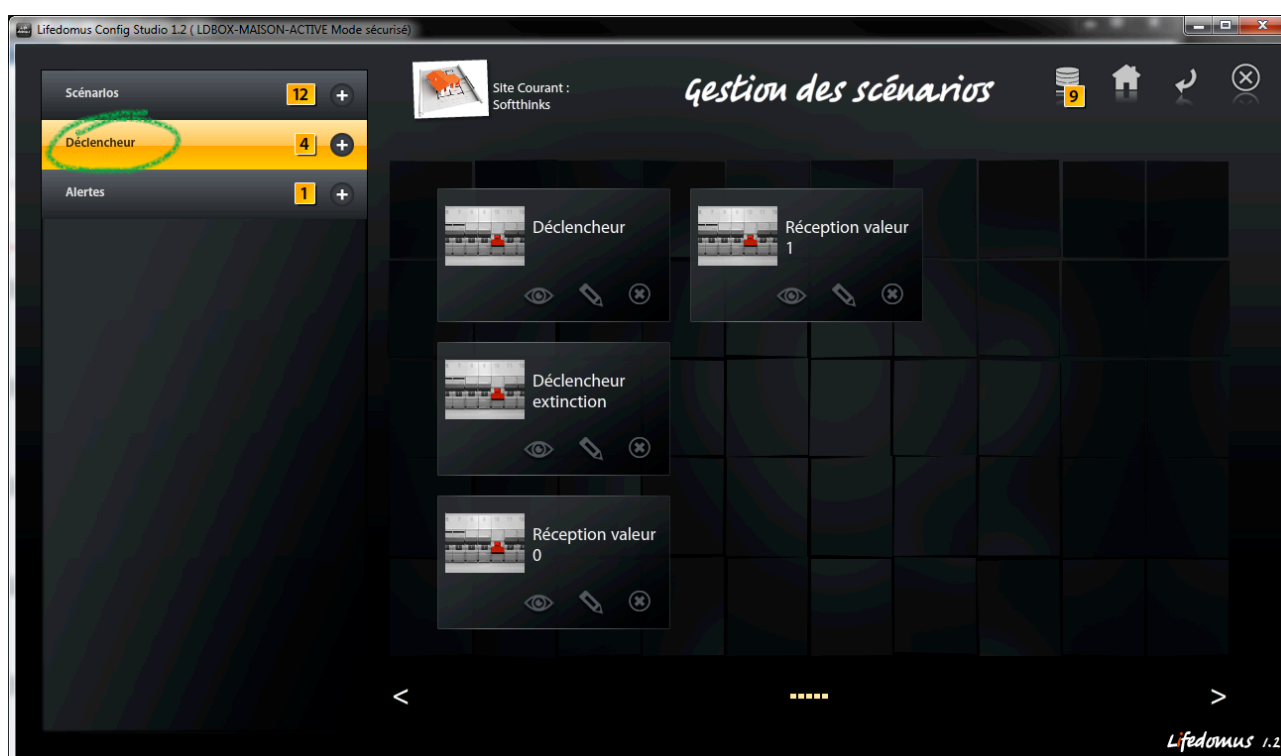
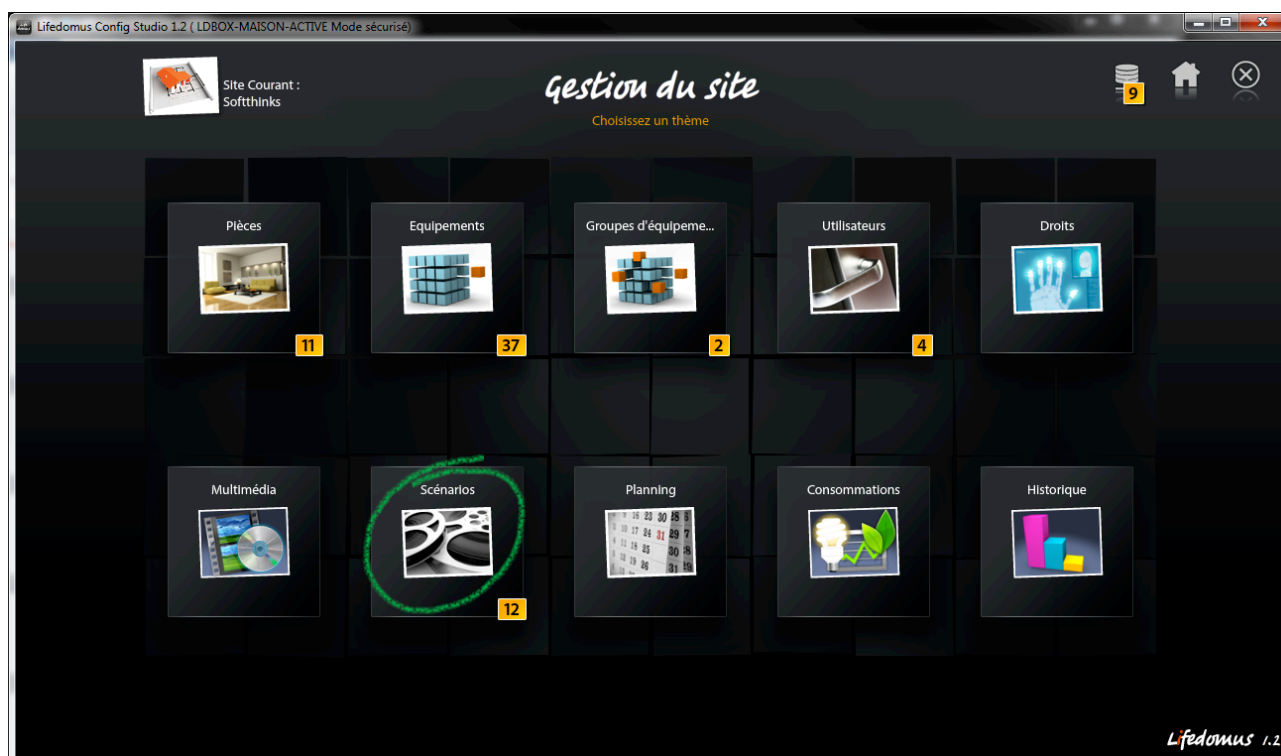
- Add a property

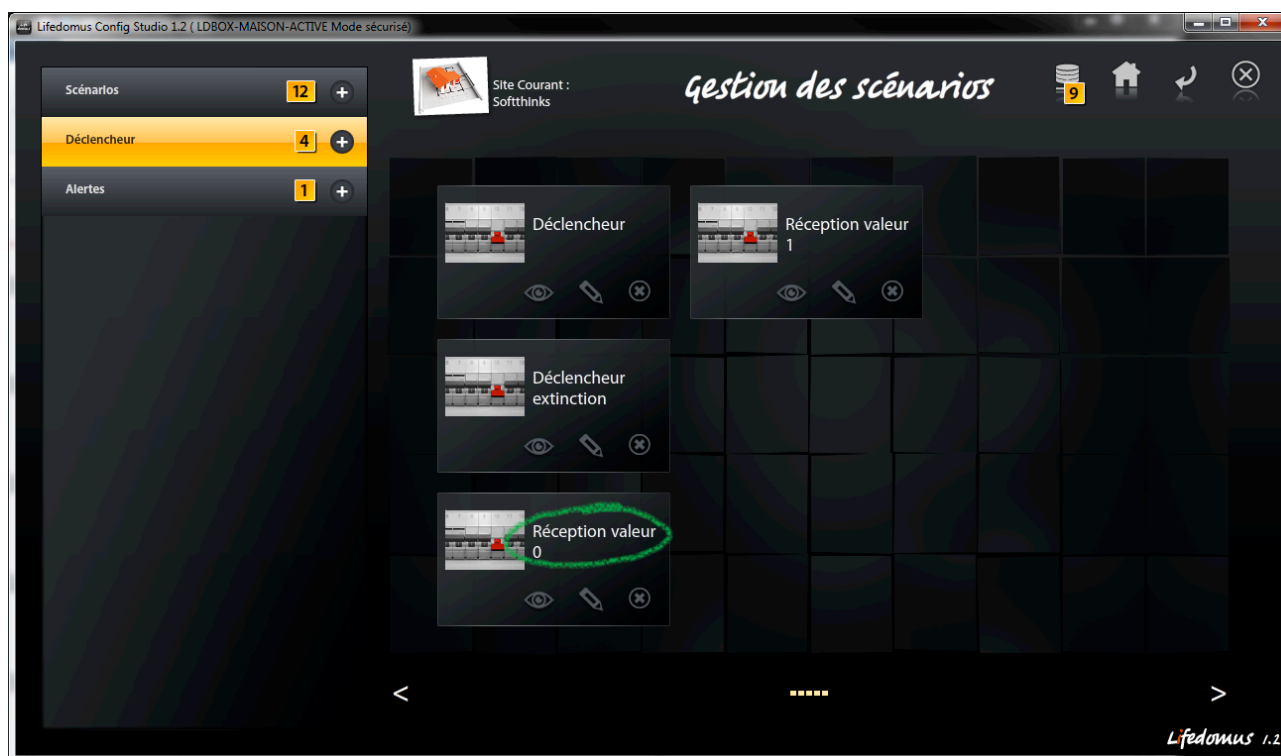


- Change the DPTs to match the KNX objects



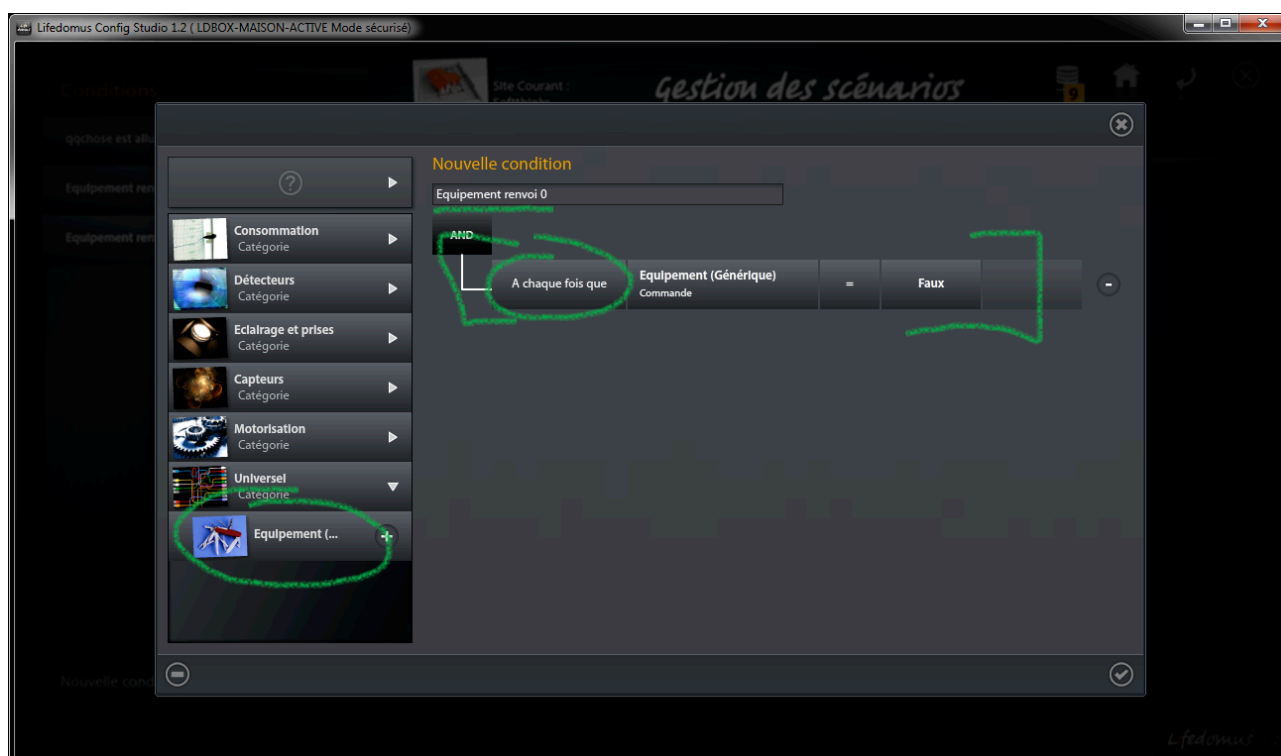
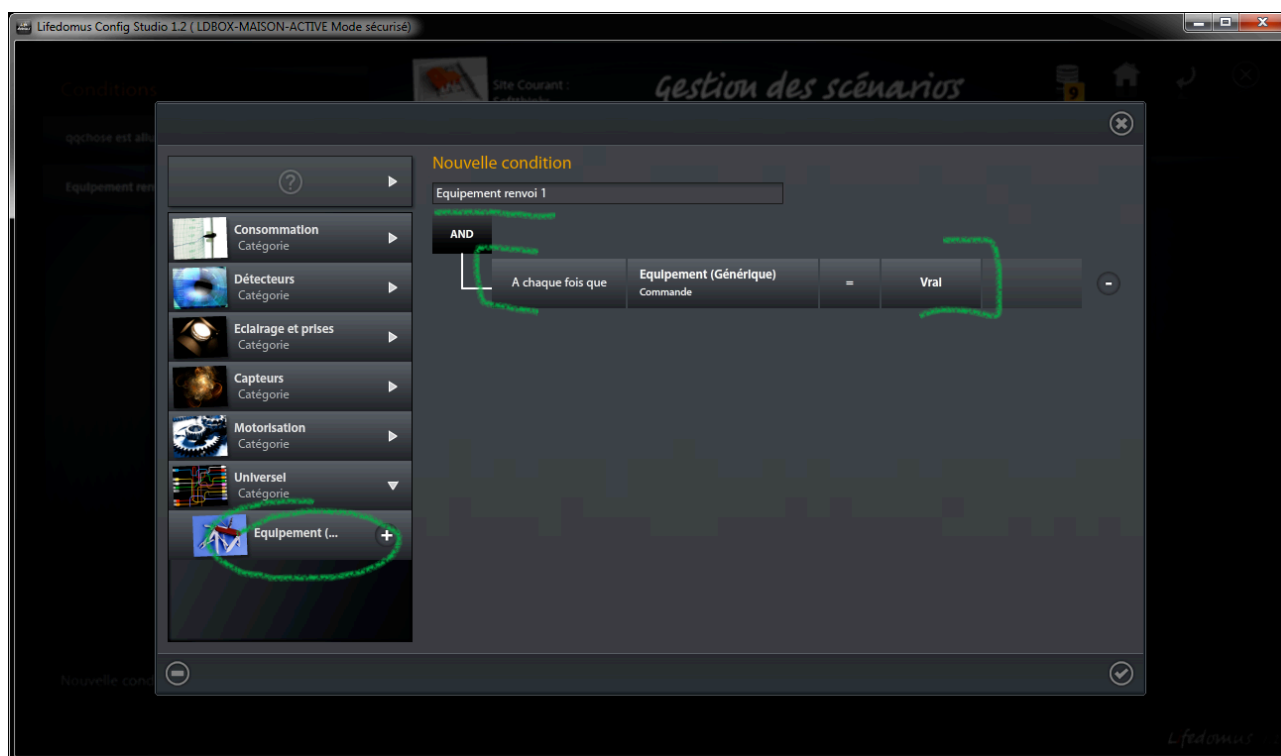
- Create triggers



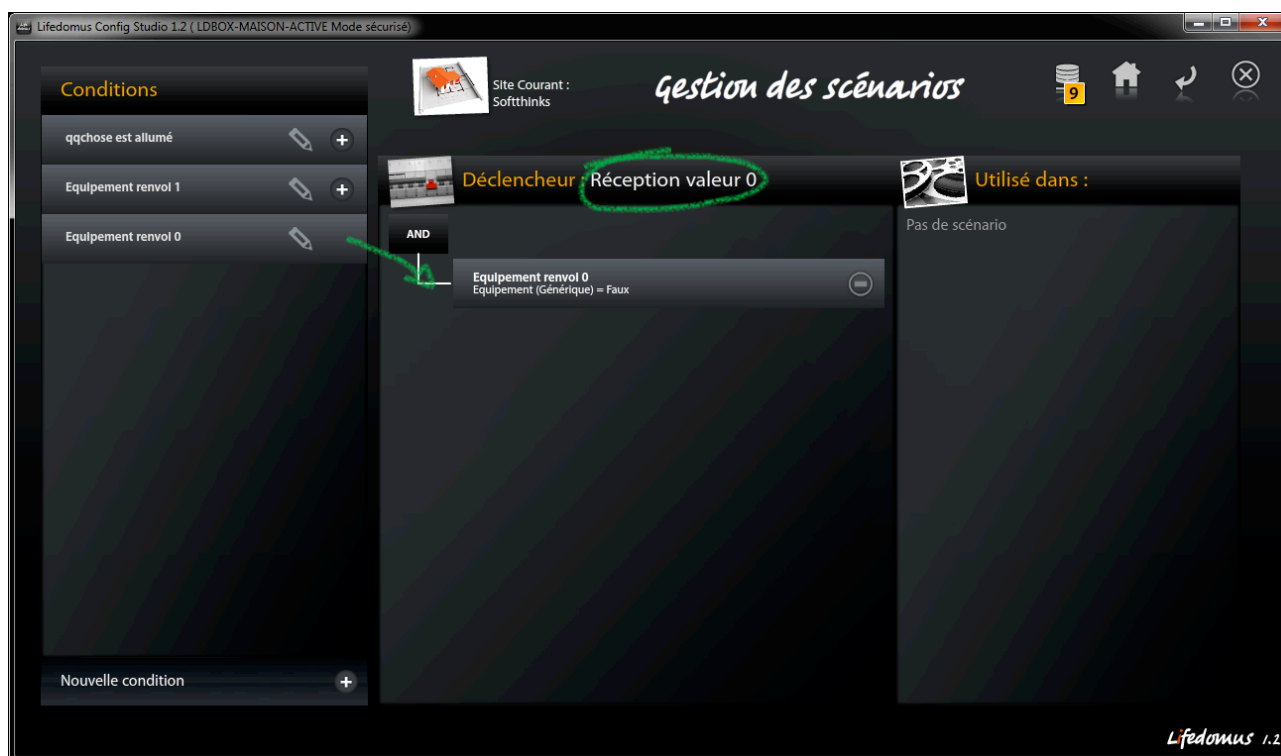


⇒ Add conditions

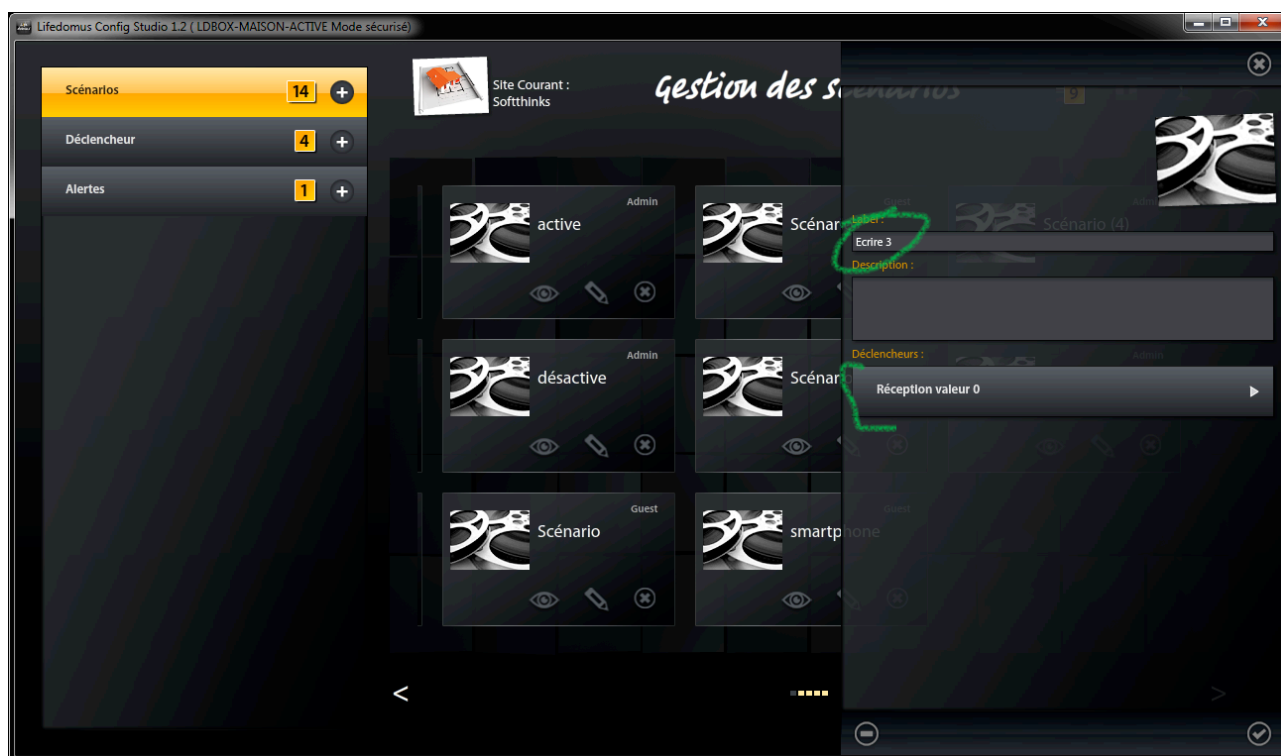


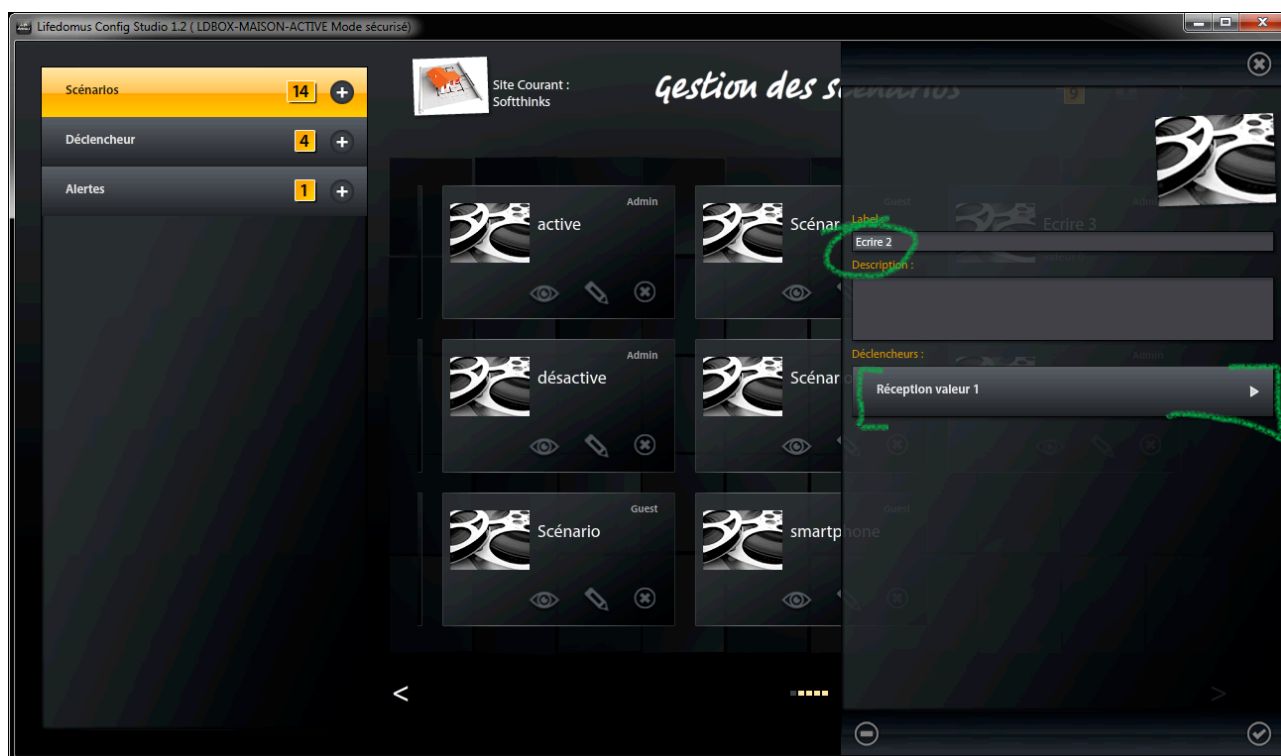


⇒ Select conditions in the triggers



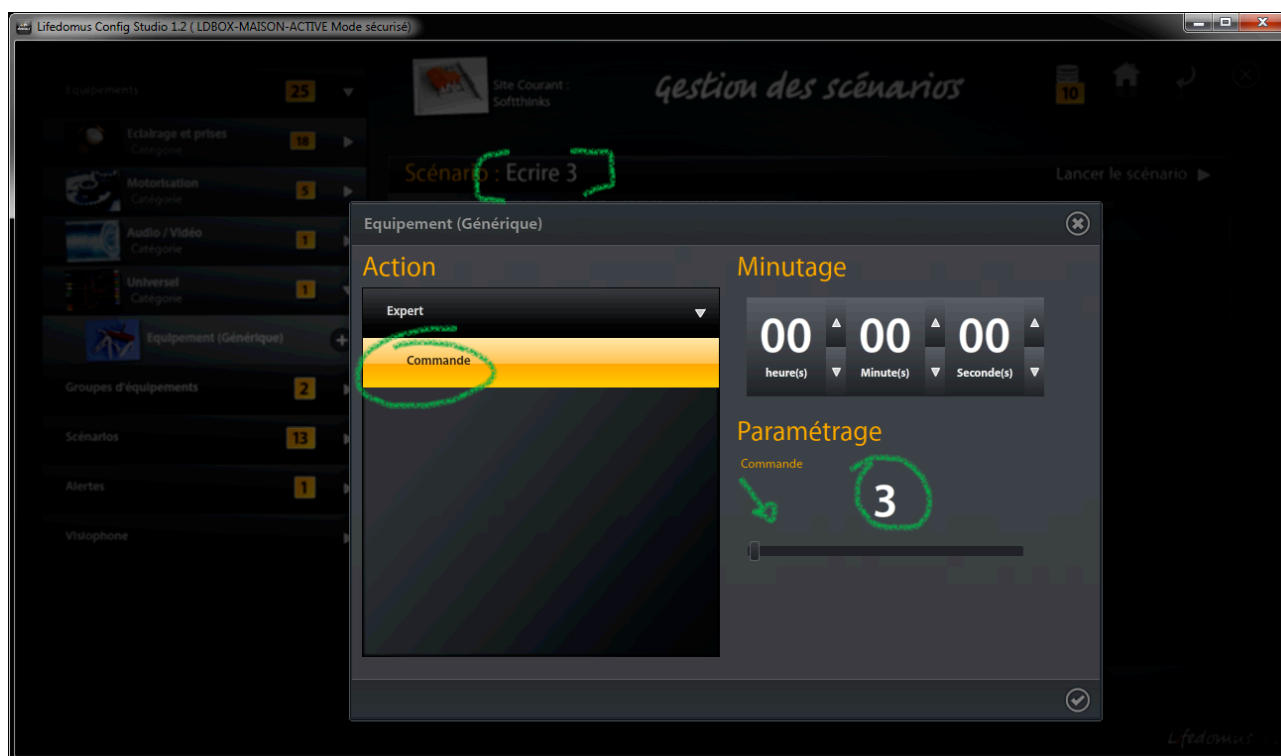
- Create scenarios

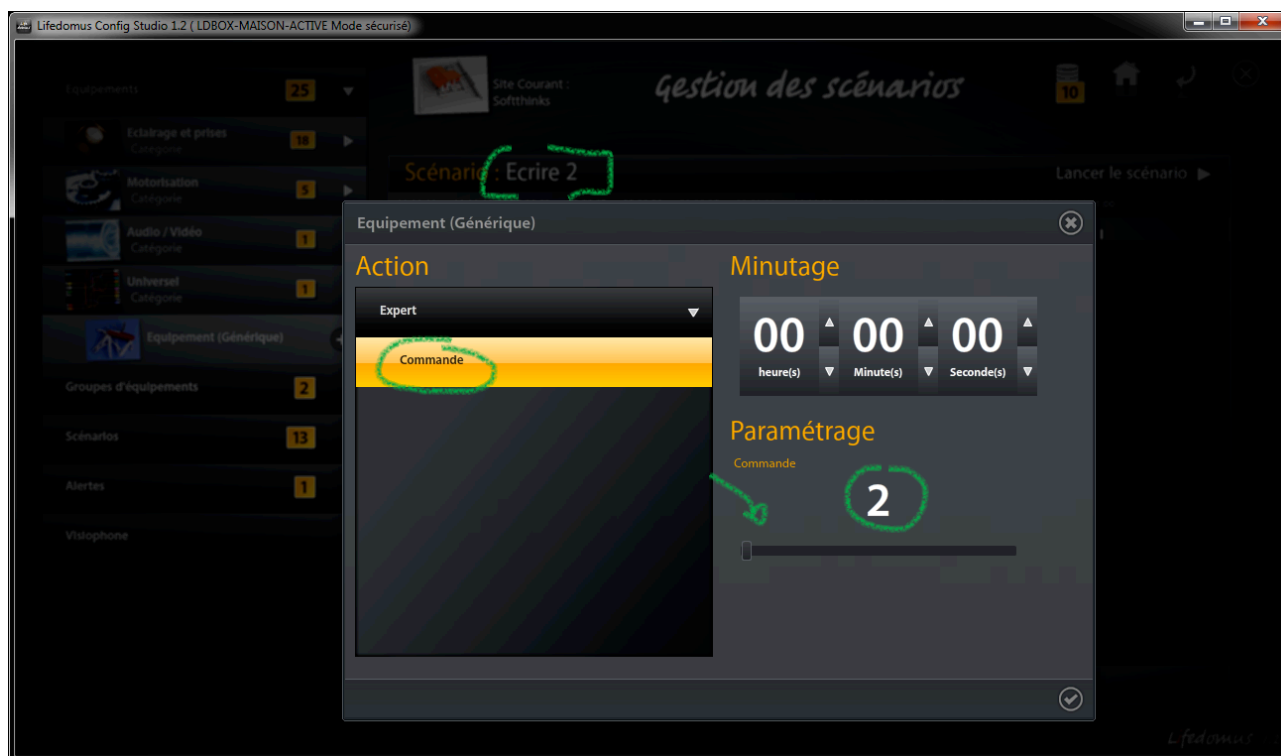




⇒ Edit scenarios









- ⇒ The word 'AUTO' on the scenario's thumbnail must be illuminated for the trigger to run the scenario whenever the value is received.

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