#### **Water Mode**

Name	OSC Message	Description	Unit
WAT01	/start WAT01	Intro	
WAT01a	/start WAT01a	Bridge to next moment	
WAT02	/start WAT02	Recycled water moment	
WAT03	/start WAT03	Fresh water moment	
WAT99	/start WAT99	Exit water mode	
FRESH WATER	/water_fresh %f	The relative amount of fresh water	%
RECYCLED WATER	/water_recycled %f	The relative amount of reycled water	%

### **Recycling Mode**

Name	OSC Message	Description	Unit
REC01	/start REC01	Intro	
REC02	/start REC02	Recycled Waste	
REC03	/start REC03	Compost	
REC04	/start REC04	??	
REC99	/start REC99	Exit recycling mode	
TOTAL WASTE	/recycling_waste %f	The monthly amount of total waste	%
RECYCLED WASTE	/recycling_recycled %f	The monthly amount of recycled waste	%
COMPOST	/recycling_compost %f	The monthly amount of compost	Pounds

### **Sunlight Mode**

Name	OSC Message	Description	Unit
SUN01	/start SUN01	Intro	
SUN02	/start SUN02	Solar radiation	
SUN03	/start SUN03	Artificial light	
SUN99	/start SUN99	Exit recycling mode	
SOLAR RADIATION	/sunlight_solar %f	The amount of solar radiation	W/m2
ARTIFICIAL LIGHT	/sunlight_artificial %f	The amount of artificial light power usage	KW

#### **Weather Mode**

Name	OSC Message	Description	Unit
WEA-WAT	/start WEA-WAT	Weather mode previous to water mode	
WEA-AIR	/start WEA-AIR	Weather mode previous to air mode	
WEA-SUN	/start WEA-SUN	Weather mode previous to sunlight mode	
TEMPERATURE	/weather_temperature %f	Current temperature	°F
PRECIPITATION	/weather_precipitation %f	Precipitation	inches of rain per hour
WIND	/weather_wind %f	Wind speed	mph
CLOUD COVER	/weather_cloud_cover %f	Cloud cover	oktas

### Air Mode

Name	OSC Message	Description	Unit	
AIR01	/start AIR01	Intro		
AIR02	/start AIR02	Current Data (Floppers, Poppers, Temp)	% Floppers-Poppers, °F Temp	
AIR03	/start AIR03	Breathing Mode		
AIR04	/start AIR04	Cooling Mode		
AIR05	/start AIR05	24 hours data (Floppers, Poppers, Temp)	% Floppers-Poppers, °F Temp	
AIR99	/start AIR99	Exit Air Mode		
BREATHING	/air_breathing %i	Building is breathing or not	Boolean 0-1	
COOLING	/air_cooling %i	Building is cooling or not	Boolean 0-1	

## **Shades Mode**

Name	OSC Message	Description	Unit
SHA01	/start SHA01	Start Mode (shades information)	% percent of openness
SHA99	/start SHA99	Finish Mode	

# **Energy Mode**

Name	OSC Message	Description	Unit
ENG01	/start ENG01	Start Mode (occupancy/energy information)	boolean / KW
ENG99	/start ENG99	Finish Mode	

## **Time Chime Mode**

Time Chime Mode				
Name	OSC Message	Description	Unit	
CHI01	/start CHI01	1st Hour		
CHI02	/start CHI02	2nd Hour		
CHI03	/start CHI03	3rd Hour		
CHI04	/start CHI04	4th Hour		
CHI05	/start CHI05	5th Hour		
CHI06	/start CHI06	6th Hour		
CHI07	/start CHI07	7th Hour		
CHI08	/start CHI08	8th Hour		
CHI09	/start CHI09	9th Hour		
CHI10	/start CHI10	10th Hour		
CHI11	/start CHI11	11th Hour		
CHI12	/start CHI12	12th Hour		
CHI15	/start CHI15	15 Minutes		
CHI30	/start CHI30	30 Minutes		
CHI45	/start CHI45	45 Minutes		