

## MaxAir Technical – Zone Types

MaxAir supports nodes based on their type, these types define the basic capability of the zone:

- A node which is associated with both a sensor and a system controller relay
- A node which is associated with only a sensor
- A node which is associated with only a system controller relay
- A node which is not associated with either a sensor or system controller relay

A number of Zone Types are pre-defined:

- Heating – has both a temperature sensor and a system controller relay
- Water – has both a temperature sensor and a system controller relay
- Immersion – has a temperature sensor
- Switch – has system controller relay
- HVAC – has both a temperature sensor and system controller relays
- Humidity - has a humidity sensor
- Binary – has a ON/OFF sensor

The currently defined Zone Types can be viewed from the 'Zone Type' menu option in the 'Settings/Node and Zone Configuration' menu.

The screenshot shows the MaxAir interface with the 'Settings' menu open. The 'Zone Type' option is selected, and a table of pre-defined Zone Types is displayed. The table has columns for 'Type', 'Category', and a trash icon for deletion. The types listed are Heating, Water, Immersion, Switch, HVAC, Humidity, and Binary.

Type	Category	
Heating	Sensor and System Control	
Water	Sensor and System Control	
Immersion	Sensor and NO System Control	
Switch	NO Sensor and NO System Control	
HVAC	Sensor and System Control	
Humidity	Sensor and NO System Control	
Binary	Sensor and NO System Control	

Zone Types can be deleted by clicking on the 'trash' icon or addition ones added by clicking on the 'Add Type' button.

The 'Add Type' form is shown with the following fields:

- Zone Type:** A text input field containing the value 'Switch'.
- Category:** A dropdown menu with the selected value 'NO Sensor and NO System Control'.
- Buttons:** 'Close' and 'Save' buttons at the bottom.

Enter a name for the new Zone the and select the appropriate 'Category' from the dropdown list, finally click on the 'Save' button.