

# LIGHT\_SYNC

The Function Block allows synchronized switch off of lights in a room, floor and whole building from any light button in a building in case lights are switched by a Wago 750-8xx PLC using my light control block "LICHT" or any other light function block which has an input for a toggle switch plus a dedicated input for switching off the light

## Functionality

A light push button usually toggles one light by single clicks, this basic functionality is not touched by the LIGHT\_SYNC function block. The added functionality can be reached by pressing the pushbutton longer. In this case it will switch off all lights of the room including the light assigned to the button. If pressed even longer, the lights of the whole floor and as a last step all lights in the building will go off.

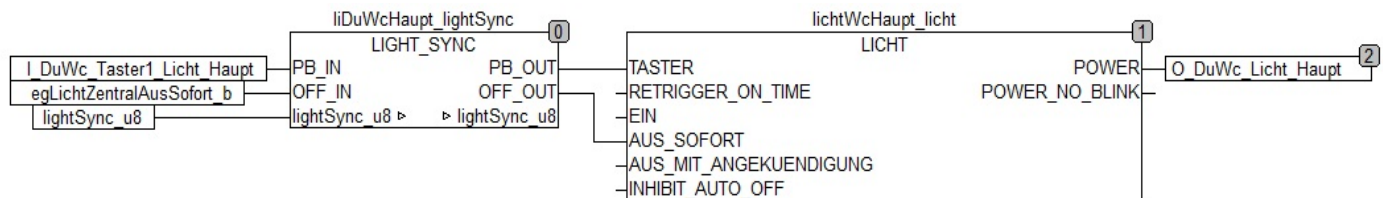
There are parameters which change behavior:

- One which excludes the light which is assigned to the button from switching off (SELF\_OFF = FALSE)
- One which disables the added functionality for the button assigned to the light, but the light can still be controlled through the other light's buttons (PASSIVE = TRUE)

## Setup in Codesys

Three steps are required to make the function block working:

1. Add LIGHT\_SYNC blocks and put them in front of the LICHT function block. The blocks have to be looped into the signals which are connected to the inputs TASTER and AUS\_SOFOORT (or alternatively AUS\_MIT\_ANKUENDIGUNG) of the LICHT function block. If there is nothing connected to AUS \*, *the input OFF\_IN might be left without any connection, but the OFF\_OUT must still be connected with AUS\**. Just like that:



2. Create a new variable of type BYTE and connect it to lightSync\_u8 IN\_OUT pin of all LIGHT\_SYNC blocks. It is used for interaction between the instances of the block. In case the PLC controls the lights of separated apartments you don't want to have interaction between the lights of different apartment (no global house lights off) just use a dedicated BYTE variable for each apartment. Please note that in case the blocks which need interaction are located in different programs, the BYTE variable has to be declared in the global variables area.
3. Configure the assignment of each LIGHT\_SYNC block to rooms and floors. This is done through IDs (between 1 and 254) written into the parameters ID\_ROOM and ID\_FLOOR. Each room and each floor gets its own ID which must be absolutely unique (no overlap between floor and room IDs and no for room IDs on different floors).

Example for ID assignment:

- 1st floor ID\_FLOOR = 1
- 2nd Floor ID\_FLOOR = 2
- Ground Floor ID\_FLOOR = 3
- 1st floor bath ID\_ROOM = 11
- 1st floor living room ID\_ROOM = 12
- 2nd floor bath ID\_ROOM = 21
- 2nd sleeping room ID\_ROOM = 22

## Inputs

- PB\_IN : BOOL; ( Input for the pushbutton which shall toggle the light)
- OFF\_IN: BOOL; ( Input for the any logic which shall switch off the light. Can be left without any connection if there is not such logic)

## Outputs

- PB\_OUT : BOOL := FALSE; ( Output to the pushbutton input of the LICHT function block. In case of PASSIVE = TRUE this is a modified routing through of PB\_IN, otherwise PB\_OUT will just go to TRUE for one cycle in case of a short pushbutton press and in case of a long press it will remain FALSE)
- OFF\_OUT : BOOL := FALSE; ( The disjunction (=OR) of the OFF\_IN signal and a request to switch off the light from a pushbutton connected locally or connected to other LIGHT\_SYNC function blocks)

## In-/Output

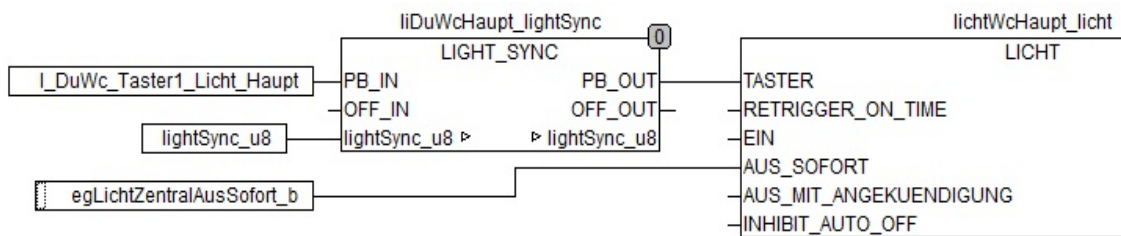
- lightSync\_u8 : BYTE; ( externally variable of type BYTE which is connected to all LIGHT\_SYNC blocks. It is used for communicatoin between the instances of the block )

## Parameters

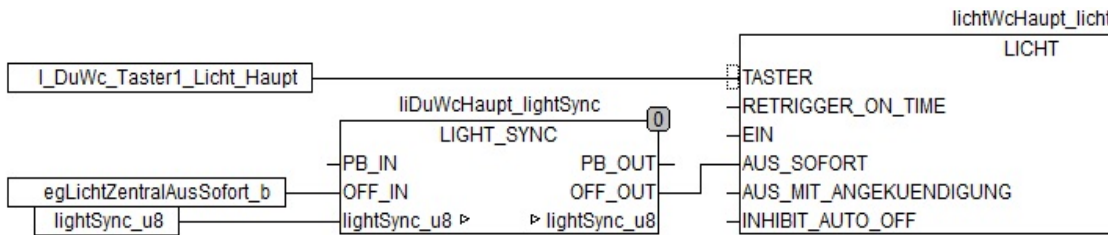
- ID\_ROOM : BYTE := 0; ( unique number for room between 1 and 254. Not same number as any ID\_FLOOR )
- ID\_FLOOR : BYTE := 0; ( unique number for floor between 1 and 254. Not same number as any ID\_ROOM )
- ID\_ALL : BYTE := 255; ( unique number for overall group which are usually all lights and defined to 255 by default. If changing (to have multiple overall groups) do not use same number as any ID\_ROOM or ID\_FLOOR )
- T\_ROOM : TIME := t#500ms; ( duration of button press to switch off light of whole room )
- T\_FLOOR : TIME := t#2000ms; ( duration of button press to switch off light of whole floor. Must be higher than T\_ROOM )
- T\_ALL : TIME := t#4000ms; ( duration of button press to switch off all lights Must be higher than T\_FLOOR )
- SELF\_OFF : BOOL := TRUE; ( Set to FALSE if long press of the pushbutton connected to this block should not switch off the light connected to this block but only the others in the room / floor / building. In case the switch off request comes from another LIGHT\_SYNC block the light is still switched off )

## Variants of Usage

If the light connected to the LIGHT\_SYNC block should not be switched off through the block at all (also through the other blocks in difference to just setting parameter SELF\_OFF = FALSE) just do not connect OFF\_OUT to the light block (leave OFF\_OUT unconnected). Any other logic that should switch off the light must be connected directly to the related input of the the light functionblock.



If the block shall act passively only (receive switch off requests and react on it by switching off the connected light but do not send requests to others) just leave PB\_IN and PB\_OUT without connection and connect the pushbutton to the light function block directly.



## Changelog

- 16.3.2019 ver 1.4: made ID\_ALL configurable
- 10.2.2019 ver 1.3: Collision avoidance: Write request to lightSync\_u8 in a later cycle in case there is a request from another instance running
- 4.2.2019 ver 1.2: removed PASSIVE parameter as the functionality can be reached by not using PB\_IN and PB\_OUT
- 24.1.2019 ver 1.1: PASSIVE parameter handling implemented
- 10.1.2019 ver 1.0: initial tested version

## LIGHT\_SYNC\_INJ

This function triggers switch off lights connected to LIGH\_SYNC blocks through any signal's rising edge.

## Functionality

At rising edge on the Input IN the function block triggers switches off all or a group of lights which are connected to a LIGHT\_SYNC function block. The request it communicated to the LIGHT\_SYNC blocks through the common in-/output variable connected to light\_sync\_u8

## Setup in Codesys

Add a LIGHT\_SYNC\_INJ block to any program in the project where the variable connected to LIGHT\_SYNC block's in-/output lightSync\_u8 is visible (anywhere in case this variable is defined globally). Connect that variable to same named in-/output of LIGHT\_SYNC\_INJ block. Connect the input signal which shall trigger the switch off request to the input OFF. If not all lights should be switched, change GROUP\_ID to select which group of lights shall be switched off, e.g. if it shall switch all lights of the ground floor, set GROUP\_ID to the number which is set in the related LIGHT\_SYNC

block's ID\_FLOOR parameter

## Inputs

- OFF : BOOL; ( *Trigger to inject the request at rising edge. The request will be stored placed at next possibility if other requests are running (lightSync\_u8 > 0).* )

## Outputs

- none

## In-/Output

- lightSync\_u8 : BYTE; ( *externally variable of type BYTE which is connected to all LIGHT\_SYNC blocks. It is used for communication between the instances of the block* )

## Parameters

- GROUP\_ID : BYTE := 255; ( *ID of the group to switch (ID configured as ID\_ROOM or ID\_FLOOR in LIGHT\_SYNC FB), keep unchanged (=255) in case all lights should be addressed* )

## Changelog

- 14.3.2019 ver 1.0: Initial implementation

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