

Irrisys Irrigation controller - editing a signed variable

Edit mode for signed variables (Chr in RED is flashing at 2Hz) - Parentheses do not flash and are not part of the variable to edit

The maximum value for the Scale_4ma and Scale_20ma variables is +-500

Load the initial value from eeprom (say +4 in this case)

Start with a temporary variable - load this variable with the initial value from eeprom

I	n	p	u	t		1												
S	c	a	I	e		4	m	a						(+	0	0	4)

Start with the sign

Rotary encoder detent cycles between values - in this case, in either direction. The values can be either + or -

Short press to accept the sign selection (beep)

I	n	p	u	t		1												
S	c	a	I	e		4	m	a						(+	0	0	4)

Stop flashing the sign and write the selection in its place - move on to the the 100's digit - flash at 2hz -

Each clockwise detent cycles the 100's digit between 0-5 and rolls over to 0 or under to 5. (so bi directional cycle starting from the initial value.) If the 100s' digit is 5 then reset the 10's and 1's digit to 0 (since 500 is the maximum allowed value)

In this example we will set the Scale 4ma variable to +492 - so, clockwise detent to show 4 (or counterclockwise to roll down past 0 to 4)

[illegible]

Short press > beep (now build the temp variable from what we have so far $(4 + (100\text{'s digit} \times 100) = 404)$)

Select 4 in this example

[illegible]

Stop flashing the 100's digit and write the selection in its place, start flashing the 10's digit. RE increments and decrements this digit between 0 and 9 roll over or under as per the direction of the RE.

Select 9 in this example

Short press > beep add this value to the temp variable $(400 + (10\text{'s digit} * 10) = 494)$

[illegible]

Stop flashing the 10's digit and write the selection in its place, start flashing the 1's digit. RE increments and decrements this digit between 0 and 9 roll over or under as per the direction of the RE.

Select 2

Short press > beep add this value to the temp variable ($490 + (1\text{'s digit}) = 492$)

Update the initial value to the new value and flag a config update for when we return to the main screen (this code is in place)

Return to the list mode

A long press (>1,5 seconds) will generate a long beep and exit the edit mode (back to the list mode) without saving any changes.

A menu timeout will give a long beep and exit back to the Main screen (out of the OPTIONS system all together) - without saving any changes.