Module Information:

**Name:** RBI Room Helper v1c

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**Summary:** *This module requires one instance of the RBI Room Control Initialize Function v1c****.*** The Room Helper module reads in an XML file stored on the processor to setup the configuration of all of the system rooms. This file will be read in automatically on a program reset. Some settings can only be edited from the XML file.

Inputs/Outputs/Parameters:

Inputs:

|  |  |
| --- | --- |
| room\_name\_updates$ | On a change of this input, the room name will be updated, and the XML file will save automatically. |
| num\_zones\_updates | On a change of this input, the number of zones in this room will change, and the XML file will save automatically. |
| num\_presets\_update | On a change of this input, the number of presets in this room will change, and the XML file will save automatically. |
| all\_off\_name\_update$ | On a change of this input, the all off preset name will be updated, and the XML file will save automatically. |
| all\_on\_name\_update$ | On a change of this input, the all on preset name will be updated, and the XML file will save automatically. |
| preset[xx]\_name\_update$ | On a change of this input, the preset [xx] name will be updated, and the XML file will save automatically. |
| num\_shades\_update | On a change of this input, the number of shades in this room will be updated, and the XML file will save automatically. |
| motion\_timeout | On a change of this input, the occupancy sensor timeout for this room will be updated, and the XML file will save automatically. This value will only update if it is >= 1d. |

Outputs:

|  |  |
| --- | --- |
| room\_name$ | The friendly name of this room. |
| num\_zones | The number of lighting zones in this room. |
| uses\_presets\_fb | Whether or not this room has lighting presets. |
| num\_presets | The number of lighting presets in this room (including all on and all off). |
| all\_off\_name$ | The friendly name of the all off preset. |
| all\_on\_name$ | The friendly name of the all on preset. |
| preset[xx]\_name$ | The friendly name of preset [xx]. |
| has\_shades\_fb | Whether or not this room has shades. |
| num\_shades | The number of shade zones in this room. |
| motion\_timeout\_fb | Indicates the room’s occupancy sensor timeout. |
| occupancy\_null\_fb | Indicates that this room is vacancy only. Nothing should happen when the occupancy sensor goes high. |
| occupancy\_all\_on\_fb | Indicates that the all on preset should be recalled when the occupancy sensor goes high. |
| occupancy\_preset01\_fb | Indicates that preset one should be recalled when the occupancy sensor goes high. |
| occupancy\_presets06\_fb | Indicates that preset six should be recalled when the occupancy sensor goes high. |
| occupancy\_preset07\_fb | Indicates that preset seven should be recalled when the occupancy sensor goes high. |
| vacancy\_all\_off\_fb | Indicates that the all off preset should be recalled after the occupancy sensor goes low and the timeout period has expired. |
| vacancy\_preset08\_fb | Indicates that preset eight should be recalled after the occupancy sensor goes low and the timeout period has expired. |
| [setting[xx]\_fb] | A generic digital that can be set in the XML file. |
| [setting[xx]\_|v|] | A generic analog that can be set in the XML file. |
| [setting[xx]$] | A generic serial that can be set in the XML file |
| room\_not\_initialized\_fb | This signal will oscillate if there is an error reading the XML file from the Room Control Initialize Function v1c. It will also oscillate if this room is not included in the XML file. |
| room\_initialized\_fb | This will latch high if the room is found in the XML file when it is initialized by the Room Control Initialize Function v1c. |

Parameters:

|  |  |
| --- | --- |
| room\_id | The ID of this room. It needs to match xx in <room roomID="xx"> in the XML file. |