

Module Information:

Name: RBI Motion Logic v1d

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Summary: This module is used to manage motion sensor logic.

Inputs/Outputs/Parameters:

Inputs:

occ_sensor_in	The room is currently occupied. This signal should be tied to an or with the occupied_fb of all sensors in the room.
occupancy_enable	Pulse to enable occupancy_pulse . This signal will fire if the room is currently occupied when this is enabled. This defaults to enabled when the program first runs.
occupancy_disable	Pulse to disable occupancy_pulse .
vacancy_enable	Pulse to enable vacancy_pulse . This signal will fire if the room is currently vacant when this is enabled. This defaults to enabled when the program first runs.
vacancy_disable	Pulse to disable vacancy_pulse .
timeout_in_seconds	The grace time (in seconds) that room occupancy should remain high after occ_sensor_in goes low.
timeout_in_tenths	The grace time (in tenths of a second) that room occupancy should remain high after occ_sensor_in goes low.
[force_occupancy]	Pulse to force the room into occupied mode. This will clear out any running vacancy timers, latch occupied_fb high, and pulse occupancy_pulse .
[force_vacancy]	Pulse to force the room into vacant mode. This will clear out any running vacancy timers, latch occupied_fb low, and pulse vacancy_pulse .

Outputs:

occupied_fb	This will latch high if occ_sensor_in is high, or if the room is currently in its grace timeout period.
occupancy_enable_fb	Indicates that occupancy_pulse is enabled.
occupancy_disable_fb	Indicates that occupancy_pulse is disabled.
vacancy_enable_fb	Indicates that vacancy_pulse is enabled.

vacancy_disable_fb	Indicates that vacancy_pulse is disabled.
occupancy_pulse	Pulses when the room goes occupied, if [force_occupancy] is pushed, or if occupancy is enabled when the room is occupied.
vacancy_pulse	Pulses when the room goes vacant, if [force_vacancy] is pushed, or if vacancy is enabled after the room has timed out.
timeout_fb	Indicates the current timeout period of the room.

Parameters:

timeout_type	Indicates if the timeout of the room is in seconds, or tenths of a second.
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