vdSM / vDC API

Contents

Basics

- This document is based on the "vdSM vDC API" specification. Please refer to the corresponding document.
- This document specifies the properties specific to virtual devices (vdSD) managed by a virtual device controller (vDC).

Virtual digitalSTROM device (vdSD) properties

- The following table applies to entities which have a value of "vdSD" for the "type" property.
- All vdSDs must also support the basic set of properties as described under "Common properties" in the "vdSM vDC API" document:
  - dSID
  - type (value is always "vdSD" for virtual devices"
  - model
  - hardwareVersion
  - hardwareGUID
  - oemGuid
  - name

property name	acc	Type/range	description	R105 mapping
dsProfileVersion	r	integer	B31..24: 8bit major version B23..16: 8bit minor version B15..0: 16bit revision This is the version of the device interface the vDC provides for this device.	Bank 1 - 0x00
primaryGroup	r	integer, dS group number 1..8	basic group (color) of the device	Function ID Bits 15...12
isMember[groupNo]	r/w	boolean	array of boolean flags, array index represents dS group number	Bank 1 - 0x10..0x11
progMode	r/w	boolean	enables local programming mode (for those devices that have it)	
buttonInputDescriptions[]	r	object	array of object, representing capabilities of button inputs	Bank 1 - 0x40..0x57
name	r	string	human readable name/ number for the input (e.g. matching labels for hardware connectors)	
supportsLocalKeyMode	r	boolean	can be local button	hardware

property name	acc	Type/range	description	R105 mapping
buttonID	r	integer 0..n (optional)	ID of physical button. No ID means no fixed assignment to a button. All elements of a multi-function hardware button must have the same buttonID.	hardware
buttonType	r	integer enum (inputs with buttons supported only)	Type of physical button 0: undefined 1: single pushbutton 2: 2-way pushbutton 3: 4-way navigation button 4: 4-way navigation with center button 5: 8-way navigation with center button 6: on-off switch	hardware
buttonElementID	r	integer (inputs with buttons supported only)	Element of multi-contact button: 0: center 1: down 2: up 3: left 4: right 5: upper left 6: lower left 7: upper right 8: lower right Note: For undefined *buttonType*, *buttonElement* just enumerates the elements (0..numElements-1)	hardware
buttonInputSettings[]	r/w	object	array of objects, representing configuration settings of buttons and binary inputs	Bank 3 - 0x01 Bank 1 - 0x40..0x57
group	r/w	integer	dS group number 1..8	Bank 3 - 0x01 Bank 1 - 0x40..0x57
mode	r/w	integer 0..15	0: disabled (no push) 1..x: device/room/area pushbutton functionality	
setsLocalPriority	r/w	boolean	button should set local priority	
callsPresent	r/w	boolean	button should call present (if system state is absent)	
buttonInputStates[]	r	object	representation of the current state of the button	Bank 64 - 0x01
value	r	integer enum	0=inactive, 1=active, 2=undefined	

property name	acc	Type/range	description	R105 mapping
clickType	r	integer enum	Click state of the button: 0: idle 1: tip_1x 2: tip_2x 3: tip_3x 4: tip_4x 5: hold_start 6: hold_repeat 7: hold_end 8: click_1x 9: click_2x 10: click_3x 11: short_long 12: local_off 13: local_on 14: short_short_long 15: local_stop	
binaryInputDescriptions[]	r	object	array of object, representing capabilities of binary inputs	Bank 1 - 0x40..0x57
name	r	string	human readable name/ number for the input (e.g. matching labels for hardware connectors)	
inputType	r	integer (inputs with binary functions supported only)	0: poll only 1: detects changes	
updateInterval	r	double	how fast the physical value is tracked, in seconds	
binaryInputSettings[]	r/w	object	array of objects, representing configuration settings of buttons and binary inputs	Bank 3 - 0x01 Bank 1 - 0x40..0x57
group	r/w	integer	dS group number 1..8	Bank 3 - 0x01 Bank 1 - 0x40..0x57
binaryMode	r/w	integer enum	0 disabled (no push) 0x10 standard 0x11 inverted 0x12 rising edge on 0x13 falling edge on 0x14 rising edge off 0x15 falling edge off 0x16 rising edge 0x17 falling edge	

property name	acc	Type/range	description	R105 mapping
sensorFunction	r/w	integer enum	0x00 App Mode (no system function) 0x01 Presence (Präsenz) 0x02 Light (Helligkeit) – aktuell noch nicht in Verwendung 0x03 Presence in darkness (Präsenz bei Dunkelheit) – aktuell noch nicht in Verwendung 0x04 Twilight (Dämmerung) 0x05 Motion detector (Bewegung) 0x06 Motion in darkness (Bewegung bei Dunkelheit) – aktuell noch nicht in Verwendung 0x07 Smoke detector (Rauchmelder) 0x08 Wind monitor (Windwächter) 0x09 Rain monitor (Regenwächter) 0x0a Solar radiation (Sonneneinstrahlung) 0x0b Thermostat (Thermostat)	
binaryInputStates[]	r	object	representation of the current state of the inputs	Bank 64 - 0x01
value	r	integer enum	0=inactive, 1=active, 2=undefined	
age	r	double	age of the state shown in the *value* field in seconds.	
outputDescriptions[]	r	object	array of objects, representing hardware capabilities of output	
name	r	string	human readable name/ number for the output (e.g. matching labels for hardware connectors)	
function	r	integer enum	0: on/off only 1: dimmer 2: positional	hardware
variableRamp	r	boolean	supports variable ramps	Function-ID Bit 5
maxPower	r	integer	max output power in Watts. If absent, power capability is undefined	hardware

property name	acc	Type/range	description	R105 mapping
minDim	r	integer	minmum brightness that hardware supports (for dimming outputs)	hardware
outputSettings[]	r/w	object	array of objects, representing operation mode of output	
group	r/w	integer	dS group number 1..8	Bank 3 - 0x01 Bank 1 - 0x40..0x57
mode	r/w	integer enum	0: on/off switch 1: dimmer 2: positional	
pushChanges	r/w	boolean	if set, locally generated changes in the output value will be pushed	
dimTimeUp	r/w	integer	dim up time in ms	Bank 3 - 0x06
dimTimeDown	r/w	integer	dim down time in ms	Bank 3 - 0x07
dimTimeUpAlt1	r/w	integer	alternate 1 dim up time in ms	Bank 3 - 0x08
dimTimeDownAlt1	r/w	integer	alternate 1 dim down time in ms	Bank 3 - 0x09
dimTimeUpAlt2	r/w	integer	alternate 2 dim up time in ms	Bank 3 - 0x10
dimTimeDownAlt2	r/w	integer	alternate 2 dim down time in ms	Bank 3 - 0x11
outputStates[]	r/w	object	array of output states	Bank 64 - 0x00
value	r/w	integer	current output value (brightness, blind position, on/off)	
sensorDescriptions[]	r	object	description of sensor capabilities	Bank 1 - 0x20..0x3f
name	r	string	human readable name/number for the sensor	
type	r	integer enum	Defines Sensor type including SI unit and scaling (details tbd)	
min	r	double	min value	
max	r	double	max value	
resolution	r	double	resolution (size of LSB of actual HW sensor)	

property name	acc	Type/range	description	R105 mapping
updateInterval	r	double	how fast the physical value is tracked, in seconds	
sensorSettings[]	r/w	object	sensor configuration	
group	r/w	integer	dS group number 1..8	
minPushInterval	r/w	double	minimum interval between pushes of changed state in seconds	
Note: trigger related fields are draft only - details tbd.				
triggerLevel	r/w	double	trigger level for sensor action	ET[] Byte 1/2
triggerPushDelta	r/w	double	minimum change in sensor value (in sensor units) required to trigger a state push or sensor action	ET[] Byte2/3
triggerCondition	r/w	integer enum	0: equal 1: sensor below trigger 2: sensor above trigger	
triggerScene	r/w	integer (optional if trigger should call scene)	scene number to call on action	ET[] Byte 5, Byte0.Bit0/1
triggerButtonID	r/w	integer (optional if trigger should simulate button press)	button ID to use for simulated button action	ET[] Byte 5, Byte0.Bit0/1
triggerButtonClick	r/w	integer (only when triggerButtonID is set)	clickType to use for simulated button action	ET[] Byte 5, Byte0.Bit0/1
sensorStates[]	r	object	sensor states	Bank 1 - 0x40 ff Bank 6
value	r	double	current sensor value in the unit specified in SensorCapabilities.unit	
age	r	double	age of the state shown in the *value* field in seconds.	
scenes[]	r/w	object	array of saved device states that can be recalled via callScene. Index is scene number	Bank 128ff

property name	acc	Type/range	description	R105 mapping
value	r/w	optional integer (or NULL when writing to actively delete the value from the scene)	primary output value for this scene (usually brightness). If value is not present, calling scene does not affect corresponding output value (Note that scene-level *dontCare* flag can be used to prevent applying any scene values)	SCE, SCE_LO, SCECON
valueXX	r/w	optional integer (or NULL when writing to actively delete the value from the scene)	secondary values, like blind angle etc., depending on device types. If value is not present, calling scene does not affect corresponding output value (Note that scene-level *dontCare* flag can be used to prevent applying any scene values)	Bank130, ScnAngle
dontCare	r/w	boolean	calling this scene does not apply the stored output values	SCECON
ignoreLocalPriority	r/w	boolean	calling this scene overrides local priority	SCECON