

vDC API - vdSD properties

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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:
 - dSUID
 - type (value is always "vdSD" for virtual devices)
 - model
 - hardwareVersion
 - hardwareGUID
 - oemGuid
 - name

Properties related to the entire device

property name	acc	Type/range	description
primaryGroup	r	integer, dS group number 1..8	basic group (color) of the device
isMember[groupNo]	r/w	boolean	array of boolean flags, array index represents dS group number
zoneID	r/w	integer, global dS Zone ID	this should be updated by the vdSM to reflect the zone the device is in. The vDC may use this value to optimize zone calls (i.e. bundle calls to actual hardware if single device calls are slow)
localPriority	r/w	boolean	enables local priority. In local priority, device ignores scene calls unless the scene has the <i>ignoreLocalPriority</i> flag set, or the <i>callScene</i> call has the <i>force</i> parameter set to true
progMode	r/w	boolean	enables local programming mode (for those devices that have it)

property name	acc	Type/range	description
numDevicesInHW	r	optional integer	Number of separate vdSDs that represent the same hardware device (which MUST have the same <i>hardwareGUID</i>) Present only if a unambiguous statement can be made about the number of devices per hardware. Devices that are <i>usually</i> grouped in one chassis, but can be taken apart should not report this property.
deviceIndexInHW	r	optional integer	only if <i>numDevicesInHW</i> exists, this enumerates the devices within the same hardware

Button Inputs

property name	acc	Type/range	description
buttonInputDescriptions[]	r	object	array of object, representing capabilities of button inputs
name	r	string	human readable name/number for the input (e.g. matching labels for hardware connectors)
supportsLocalKeyMode	r	boolean	can be local button
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.
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
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 <i>buttonType</i> , <i>buttonElement</i> just enumerates the elements (0..numElements-1)
buttonInputSettings[]	r/w	object	array of objects, representing configuration settings of buttons and binary inputs

property name	acc	Type/range	description
group	r/w	integer	dS group number 1..8
function	r/w	integer 0..15	see LTNUM descriptions (0: device, 5: room, ...)
mode	r/w	integer	255: inactive 0: standard 2: presence 5..8 : button1..4 down 9..12 : button1..4 up
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
value	r	boolean or NULL	false=inactive, true=active, NULL=unknown state
clickType	r	integer enum	Most recent click state of the button: 0: tip_1x 1: tip_2x 2: tip_3x 3: tip_4x 4: hold_start 5: hold_repeat 6: hold_end 7: click_1x 8: click_2x 9: click_3x 10: short_long 11: local_off 12: local_on 13: short_short_long 14: local_stop 255: idle (no recent click)
age	r	double or NULL	age of the state shown in the <i>value</i> and <i>clickType</i> fields in seconds. If no recent state is known, returns NULL.
error	r	integer enum	0: ok 1: open circuit 2: short circuit 4: bus connection problem 5: low battery in device 6: other device error

Binary Inputs

property name	acc	Type/range	description
binaryInputDescriptions[]	r	object	array of object, representing capabilities of binary inputs

property name	acc	Type/range	description
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
inputUsage	r	integer enum	Describes the usage field for the input (beyond device color) 0: undefined (generic usage or unknown) 1: room climate 2: outdoor climate 3: climate setting (from user)
hardwareSensorFunction	r	integer enum	hardwired function of this input if it is not freely configurable. See sensorFunction in binaryInputSettings[] below for possible values. 0 means generic input with no hardware-defined functionality.
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
group	r/w	integer	dS group number 1..8
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
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)

property name	acc	Type/range	description
binaryInputStates[]	r	object	representation of the current state of the inputs
value	r	boolean or NULL	false=inactive, true=active, NULL=undefined
age	r	double or NULL	age of the state shown in the <i>value</i> field in seconds. If no recent state is known, returns NULL
error	r	integer enum	0: ok 1: open circuit 2: short circuit 4: bus connection problem 5: low battery in device 6: other device error

Outputs

property name	acc	Type/range	description
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
outputUsage	r	integer enum	Describes the usage field for the output (beyond device color) 0: undefined (generic usage or unknown) 1: room 2: outdoors 3: user (display/indicator)
variableRamp	r	boolean	supports variable ramps
maxPower	r	integer	max output power in Watts. If absent, power capability is undefined
minDim	r	integer	minum brightness that hardware supports (for dimming outputs)
outputSettings[]	r/w	object	array of objects, representing operation mode of output
group	r/w	integer	dS group number 1..8
mode	r/w	integer enum	0: disabled, inactive 1: binary 2: gradual
pushChanges	r/w	boolean	if set, locally generated changes in the output value will be pushed

property name	acc	Type/range	description
dimTimeUp	r/w	integer	dim up time in ms
dimTimeDown	r/w	integer	dim down time in ms
dimTimeUpAlt1	r/w	integer	alternate 1 dim up time in ms
dimTimeDownAlt1	r/w	integer	alternate 1 dim down time in ms
dimTimeUpAlt2	r/w	integer	alternate 2 dim up time in ms
dimTimeDownAlt2	r/w	integer	alternate 2 dim down time in ms
outputStates[]	r/w	object	array of output states
value	r/w	integer	current output value (brightness, blind position, on/off)
age	r	double	age of the state shown in the <i>value</i> field in seconds. This indicates when the value was last applied to the actual device hardware, or when an actual output status was last received from the device. <i>age</i> is NULL when a new value was set, but not yet applied to the device
error	r	integer enum	0: ok 1: open circuit / lamp broken 2: short circuit 3: overload 4: bus connection problem 5: low battery in device 6: other device error

Sensors

property name	acc	Type/range	description
sensorDescriptions[]	r	object	description of sensor capabilities
name	r	string	human readable name/number for the sensor

property name	acc	Type/range	description
sensorType	r	integer enum	Describes the type of physical unit the sensor measures 0 : none 1 : temperature in °C 2 : relative humidity in % 3 : illumination in lux 4 : supply voltage level in V 5 : CO concentration in ppm 6 : Radon activity in Bq/m3 7 : gas type sensor 8 : particles <10µm in µg/m3 9 : particles <2.5µm in µg/m3 10 : particles <1µm in µg/m3 11 : room operating panel set point, 0..1 12 : fan speed, 0..1 (0=off, <0=auto) 13 : wind speed in m/s
sensorUsage	r	integer enum	Describes the usage field for the sensor 0: undefined (generic usage or unknown) 1: room 2: outdoor 3: user (setting, dial)
min	r	double	min value
max	r	double	max value
resolution	r	double	resolution (size of LSB of actual HW sensor)
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, default=2
changesOnlyInterval	r/w	double	minimum interval between pushes with same value (in case sensor hardware sends update, but with same value as before - only age will differ). default=0
Note: trigger related fields are draft only - details tbd.			
triggerLevel	r/w	double	trigger level for sensor action
triggerPushDelta	r/w	double	minimum change in sensor value (in sensor units) required to trigger a state push or sensor action
triggerCondition	r/w	integer enum	0: equal 1: sensor below trigger 2: sensor above trigger

property name	acc	Type/range	description
triggerScene	r/w	integer (optional if trigger should call scene)	scene number to call on action
triggerButtonID	r/w	integer (optional if trigger should simulate button press)	button ID to use for simulated button action
triggerButtonClick	r/w	integer (only when triggerButtonID is set)	clickType to use for simulated button action
sensorStates[]	r	object	sensor states
value	r	double or NULL	current sensor value in the unit specified in SensorCapabilities.unit If no recent state is known, returns NULL.
age	r	double or NULL	age of the state shown in the <i>value</i> field in seconds. If no recent state is known, returns NULL
error	r	integer enum	0: ok 1: open circuit 2: short circuit 4: bus connection problem 5: low battery in device 6: other device error

Scenes

property name	acc	Type/range	description
scenes[]	r/w	object	array of saved device states that can be recalled via callScene. Index is scene number
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 <i>dontCare</i> flag can be used to prevent applying any scene values)
valueN	r/w	optional integer (or NULL when writing to actively delete the value from the scene)	with N=1..x - 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 <i>dontCare</i> flag can be used to prevent applying any scene values)
dontCare	r/w	boolean	calling this scene does not apply the stored output values
ignoreLocalPriority	r/w	boolean	calling this scene overrides local priority

property name	acc	Type/range	description
flashing	r/w	boolean	calling this scene blinks the output
dimTimeSelector	r/w	integer 0..2	selects the dimming time: <ul style="list-style-type: none"> • 0 = use <i>dimTimeUp/dimTimeDown</i> • 1 = use <i>dimTimeUpAlt1/dimTimeDownAlt1</i> • 2 = use <i>dimTimeUpAlt2/dimTimeDownAlt2</i>
<i>other_scene_value</i>			scenes might contain additional device specific scene values not currently used by the dS system

digitalSTROM 1.0 mapping compatibility

An important design goal for the vDC API and the vdSD property set was to avoid carrying over dS 1.0 specific limitations.

On the other hand, the vDC API was designed to support capabilities current dSS 1.x architecture can't support yet, but are likely to be implemented in future dS versions.

Still, the vDC + vdSM needs to be compatible with existing dSS 1.x installations.

To achieve this, vDC devices (vdSDs) that provide functionality similar or equal to existing hardware digitalSTROM devices (dSDs), must have **sensible default settings that make them mappable into existing dSS 1.x installations**.

This chapter lists the conventions that must be followed for certain device types to make them mappable into dSS 1.x environments.

2-way buttons

2-way buttons (rockers) like present in many enOcean devices must conform to the following default behaviour:

1. the vdSD must have two button inputs (represented by 2 array elements in the *buttonInputDescriptions/Settings/States* property arrays)
2. the buttonInput with index = 0 must represent the "down" button
3. the buttonInput with index = 1 must represent the "up" button
4. buttonInputSettings[0].mode must be 6 (down button paired with second input)
5. buttonInputSettings[1].mode must be 9 (up button paired with first input)
6. in the dSUID space, the dSUID following the dSUID of the device (device's dSUID + 1) must be guaranteed unused. This means that the *idBlockSize* property must be 2 to document that the next dSUID is guaranteed unused. This *allows* the vdSM to virtually split the device into two separate dSUIDs to mimic for example a SW-TKM210 towards the dSS 1.x environment. The vdSM *may* also choose to represent the device as a single dSUID with a inseparable 2-way button instead, like a GR-TKM210.

Multiple vdSDs in a single hardware device

Some hardware devices contain more than one instance of a certain functional unit. Usually, these are represented as a separate vdSD each, to allow maximum flexibility in the way the functional units can be used.

For example, a dual 2-way button enOcean device will be represented as 2 entirely separate vdSDs, because despite the physical proximity, each button might control a different zone, group or function. By default, such a device will be represented as 2 separate SW-TKM210 (dual input) devices. However, the vdSM might want to represent it as a single SW-TKM200 (quad input) device. To allow the vdSM to find out which and how many vdSDs are in the same hardware device, the vdSD *should* expose this information in the *numDevicesInHW* and *deviceIndexInHW* properties as follows:

1. *numDevicesInHW* contains the number of vdSDs in the same hardware device
2. *hardwareGUID* identifies the hardware device of which the vdSD is part of

3. *deviceIndexInHW* contains an index, $0..numDevicesInHW-1$ that enumerates the vdSDs in the same hardware device
4. This association of vdSDs to a containing hardware device must only be made when the number of grouped vdSDs and enumeration is unambiguous and permanent. So just 3 modules that usually ship mounted on a common frame, but can be easily separated and used independently should not have *numDevicesInHW* and *deviceIndexInHW* properties.