# **ControlValve:1 Service Template**

For UPnP™ Device Architecture V 1.0

Status: Standardized DCP

Date: May 13<sup>th</sup>, 2003

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## 1. Overview and Scope

This service definition is compliant with the UPnP Device Architecture version 1.0. It defines a service type referred to herein as ControlValve:1

ControlValve:1 provides programmatic control and status information for modulating water control valves or modulating air dampers used in Heating Ventilation and Air-Conditioning (HVAC) applications.

ControlValve:1 enables the following functions:

• Analog (modulating) control of Control Valves and Air Dampers

ControlValve:1 does not address:

- On/Off control valves or dampers
- Fire or Smoke dampers

## 1.1. Change Log

| [04 Sep 2000] | v0.1  | Document created  |
|---------------|-------|---|
| [18 Oct 2000] | v0.12 | Updates based on Roseville review.  |
| [12 Dec 2000] | v0.7  | Clarification of the meaning of position, minor editorial corrections, and a new error return code for SetMinMax added.  Layout adapted to Service Template v1.0 and Checklist v0.9 |
| [14 Dec 2000] | v0.81 | Moved to Template Design Complete.  |
| [23 Jan 2001] | v0.82 | Corrections based on checklist v0.9, structure adapted to template v1.01 and Argument names changed to be different from Related State Variable names.                              |
| [23 Feb 2001] | v0.83 | GetPositionTarget added.  |
| [19 Apr 2001] | v0.87 | Version number increased to match remainder of the HVAC services set. No editorial changes  |
| [22 Aug 2001] | v0.88 | XML for MaxPosition corrected.  |
| [31 May 2002] | v0.9  | Revision marks removed. Test chapter added.   |
| [13 May 2003] | v1.0  | Converted to Approved Standard  |

# 2. Service Modeling Definitions

## 2.1. Service Type

The following service type identifies a service that is compliant with this template:

urn:schemas-upnp-org:service:ControlValve:1

The shorthand ControlValve:1 is used herein to refer to this service type.

### 2.2. State Variables

Defines the state variables for the operating mode of the control valve / air damper, its target position, and its actual position. Additionally defines optional state variables for "soft" minimum and maximum positions.

NOTE: (Explanation of the meaning of positions): Table 1 below describes Allowed Value ranges of 0 to 100, which signify a control valve / air damper position in the range of 0% to 100%. In all such cases, a value of 0% corresponds to the FULLY CLOSED control valve position (minimum mechanical limit of the actuator), and a value of 100% corresponds to the FULLY OPEN control valve position (maximum mechanical limit of the actuator).

**Table 1: State Variables** 

| Variable Name  | Req. or<br>Opt. <sup>1</sup> | Data<br>Type | Allowed Value <sup>2</sup> | Default<br>Value <sup>2</sup> | Eng.<br>Units |
|--|------------------------------|--------------|----------------------------|-------------------------------|---------------|
| ControlMode  | R                            | string       | OPEN, CLOSED, AUTO         | CLOSE<br>D                    | n/a           |
| PositionTarget   | R                            | ui l         | >= 0, <= 100, += 1         | 0                             | Percent       |
| PositionStatus   | R                            | ui1          | >= 0, <= 100, += 1         | 0                             | Percent       |
| MinPosition  | О                            | ui1          | >= 0, <= 100, += 1         | 0                             | Percent       |
| MaxPosition  | О                            | uil          | >= 0, <= 100, += 1         | 100                           | Percent       |
| Non-standard state<br>variables implemented<br>by an UPnP vendor go<br>here. | X                            | TBD          | TBD                        | TBD                           | TBD           |

 $<sup>^{1}</sup>$  R = Required, O = Optional, X = Non-standard.

#### 2.2.1. ControlMode

Determines the control mode. When ControlMode is OPEN, the device should motor to the 100% (fully open) position; when ControlMode is CLOSED, it should motor to the 0% (fully closed) position; and when ControlMode is AUTO the device position will be dependent on the value of the PositionTarget and the MinPosition and MaxPosition variables – described below.

### 2.2.2. PositionTarget

Determines the desired position of the device when ControlMode is AUTO. (See above Note "Explanation of the meaning of positions")

#### 2.2.3. PositionStatus

Measures the actual physical position of the device. (See above Note "Explanation of the meaning of positions")

<sup>&</sup>lt;sup>2</sup> Values listed in this column are (all) required.

#### 2.2.4. MinPosition

Determines the minimum position that the device may take when ControlMode is AUTO. (See above Note "Explanation of the meaning of positions"). MinPosition is the "soft" minimum position, which is typically > 0% - where 0% is the "hard" minimum position.

MinPosition is an optional state variable; if MinPosition is not implemented in the device, then the device must behave as if the value of MinPosition were to be 0%

#### 2.2.5. MaxPosition

Determines the maximum position of that the device may take when ControlMode is AUTO. (See above Note "Explanation of the meaning of positions"). MaxPosition is the "soft" maximum position, which is typically < 100% - where 100% is the "hard" maximum position.

MaxPosition is an optional state variable; if MaxPosition is not implemented in the device, then the device must behave as if the value of MaxPosition were to be 100%

### 2.2.6. Relationships Between State Variables

The actual position (PositionStatus) of the device must follow the table below:

| Table 2: Relationship | Between | State | Variables |
|-----------------------|---------|-------|-----------|
|-----------------------|---------|-------|-----------|

| ControlMode | PositionTarget                             | PositionStatus                    |
|-------------|--|-----------------------------------|
| CLOSED      | any  | 0% (i.e. "hard" minimum)          |
| OPEN        | any  | 100% (i.e. "hard" maximum)        |
| AUTO        | PositionTarget < MinPosition               | MinPosition (i.e. "soft" minimum) |
| AUTO        | MinPosition < PositionTarget < MaxPosition | PositionTarget                    |
| AUTO        | PositionTarget > MaxPosition               | MaxPosition (i.e. "soft" maximum) |

If the values of ControlMode, PositionTarget, MinPosition or MaxPosition change, then the device should start to change its physical position towards the new value determined by the above table. Due to the physical running time of the motor /actuator, this process will take a certain period of time that depends on the vendor's implementation. The value of the PositionStatus state variable should correspond to the actual physical device position.

**NOTE:** Vendors that implement control point strategies should bear in mind that due to friction, inertia, hysteresis and numerical rounding it is quite possible that the PositionStatus variable will take an indeterminate time to reach the value of the corresponding PositionTarget variable. Indeed it is quite likely that PositionStatus variable might *never* achieve exactly the same value as the PositionTarget variable.

Relationships between standard state variable(s) defined herein and any non-standard state variable(s) is TBD.

## 2.3. Eventing and Moderation

### **Table 3: Event Moderation**

| Variable Name   | Evented | Moderated<br>Event | Max Event<br>Rate <sup>1</sup> | Logical<br>Combination | Min Delta<br>per Event <sup>2</sup> |
|---|---------|--------------------|--------------------------------|------------------------|-------------------------------------|
| PositionTarget  | no      |                    |                                |                        |                                     |
| PositionStatus  | yes     | yes                | 30                             | OR                     | 10 * (Step)                         |
| ControlMode   | yes     | no                 |                                |                        |                                     |
| MinPosition   | no      |                    |                                |                        |                                     |
| MaxPosition   | no      |                    |                                |                        |                                     |
| Non-standard state variables implemented by an UPnP vendor go here. | TBD     | TBD                | TBD                            | TBD                    | TBD                                 |

<sup>&</sup>lt;sup>1</sup> Determined by N, where Rate = (Event)/(N secs).

### 2.4. Actions

**Table 4: Actions** 

| Name  | Req. or Opt. <sup>1</sup> |
|---|---------------------------|
| GetMode   | R                         |
| SetMode   | R                         |
| GetPosition   | R                         |
| GetPositionTarget   | R                         |
| SetPosition   | R                         |
| GetMinMax   | 0                         |
| SetMinMax   | 0                         |
| Non-standard actions implemented by an UPnP vendor go here. | X                         |

 $<sup>^{1}</sup>$  R = Required, O = Optional, X = Non-standard.

### **2.4.1.** *GetMode*

Returns the current value of ControlMode

### 2.4.1.1. Arguments

**Table 5: Arguments for GetMode** 

| Argument           | Direction | relatedStateVariable |
|--------------------|-----------|----------------------|
| CurrentControlMode | OUT R     | ControlMode          |
| D                  |           |                      |

R = Return Value (RETVAL)

### 2.4.1.2. Dependency on State

Returns the current value of ControlMode.

<sup>&</sup>lt;sup>2</sup> (N) \* (allowedValueRange Step).

### 2.4.1.3. Effect on State

None.

#### 2.4.1.4. Errors

| errorCode | errorDescription | Description                                      |
|-----------|------------------|--|
| 402       | Invalid Args     | See UPnP Device Architecture section on Control. |
| 501       | Action Failed    | See UPnP Device Architecture section on Control. |
| 800-899   | TBD              | (Specified by UPnP vendor.)                      |

### **2.4.2.** *SetMode*

Sets the new value of ControlMode.

### 2.4.2.1. Arguments

**Table 6: Arguments for SetMode** 

| Argument       | Direction | relatedStateVariable |
|----------------|-----------|----------------------|
| NewControlMode | IN        | ControlMode          |

### 2.4.2.2. Dependency on State

None.

### 2.4.2.3. Effect on State

Sets the new value of ControlMode. This may influence PositionStatus according to Table 2.

### 2.4.2.4. Errors

| errorCode | ErrorDescriptio<br>n | Description                                      |
|-----------|----------------------|--|
| 402       | Invalid Args         | See UPnP Device Architecture section on Control. |
| 501       | Action Failed        | See UPnP Device Architecture section on Control. |
| 800-899   | TBD                  | (Specified by UPnP vendor.)                      |

### 2.4.3. GetPosition

Returns the current value of value of PositionStatus

### 2.4.3.1. Arguments

**Table 7: Arguments for GetPosition** 

| Argument              | Direction | relatedStateVariable |
|-----------------------|-----------|----------------------|
| CurrentPositionStatus | OUT R     | PositionStatus       |

### 2.4.3.2. Dependency on State

Returns the current value of PositionStatus.

### 2.4.3.3. Effect on State

None.

#### 2.4.3.4. Errors

| errorCode | ErrorDescriptio<br>n | Description                                      |
|-----------|----------------------|--|
| 402       | Invalid Args         | See UPnP Device Architecture section on Control. |
| 501       | Action Failed        | See UPnP Device Architecture section on Control. |
| 800-899   | TBD                  | (Specified by UPnP vendor.)                      |

### 2.4.4. GetPositionTarget

Returns the current value of value of PositionTarget

### 2.4.4.1. Arguments

Table 8: Arguments for GetPositionTarget

| Argument              | Direction | relatedStateVariable |
|-----------------------|-----------|----------------------|
| CurrentPositionTarget | OUT R     | PositionTarget       |

R = Return Value (RETVAL)

### 2.4.4.2. Dependency on State

Returns the current value of PositionTarget.

### 2.4.4.3. Effect on State

None.

### 2.4.4.4. Errors

| errorCode | ErrorDescriptio<br>n | Description                                      |
|-----------|----------------------|--|
| 402       | Invalid Args         | See UPnP Device Architecture section on Control. |
| 501       | Action Failed        | See UPnP Device Architecture section on Control. |
| 800-899   | TBD                  | (Specified by UPnP vendor.)                      |

R = Return Value (RETVAL)

### 2.4.5. SetPosition

Sets the new value of PositionTarget.

#### **2.4.5.1.** Arguments

**Table 9: Arguments for SetPosition** 

| Argument          | Direction | relatedStateVariable |
|-------------------|-----------|----------------------|
| NewPositionTarget | IN        | PositionTarget       |

### 2.4.5.2. Dependency on State

None.

### 2.4.5.3. Effect on State

Sets the new value of PositionTarget. After a certain period of time, which depends on the physical speed of the vendor's actuator, the value of PositionStatus should (normally) become the same as PositionTarget according to Table 2.

#### 2.4.5.4. Errors

| errorCode | ErrorDescriptio<br>n | Description                                      |
|-----------|----------------------|--|
| 402       | Invalid Args         | See UPnP Device Architecture section on Control. |
| 501       | Action Failed        | See UPnP Device Architecture section on Control. |
| 800-899   | TBD                  | (Specified by UPnP vendor.)                      |

### 2.4.6. GetMinMax

Gets the current values of MinPosition and MaxPosition.

### 2.4.6.1. Arguments

**Table 10: Arguments for GetMinMax** 

| Argument           | Direction | relatedStateVariable |
|--------------------|-----------|----------------------|
| CurrentMinPosition | OUT       | MinPosition          |
| CurrentMaxPosition | OUT       | MaxPosition          |

### 2.4.6.2. Dependency on State

Returns the current values of MinPosition and MaxPosition.

### 2.4.6.3. Effect on State

None.

#### 2.4.6.4. Errors

| errorCode | ErrorDescriptio<br>n | Description                                      |
|-----------|----------------------|--|
| 402       | Invalid Args         | See UPnP Device Architecture section on Control. |
| 501       | Action Failed        | See UPnP Device Architecture section on Control. |
| 800-899   | TBD                  | (Specified by UPnP vendor.)                      |

### 2.4.7. SetMinMax

Sets new values of MinPosition and MaxPosition.

#### 2.4.7.1. Arguments

**Table 11: Arguments for SetMinMax** 

| Argument       | Direction | relatedStateVariable |
|----------------|-----------|----------------------|
| NewMinPosition | IN        | MinPosition          |
| NewMaxPosition | IN        | MaxPosition          |

#### 2.4.7.2. Dependency on State

None.

#### 2.4.7.3. Effect on State

Sets new values of MinPosition and MaxPosition. This may influence PositionStatus according to Table 2.

#### 2.4.7.4. Errors

In addition to the individual range constraints on newMinPosition and newMaxPosition (valid range 0 to 100), there is a further combination range constraint: The value of newMinPosition must be less than the value of newMaxPosition. In case that SetMinMax is called with newMinPosition >= newMaxPosition, the action must fail with an error code 701

| errorCode | errorDescription | Description   |
|-----------|------------------|---|
| 402       | Invalid Args     | See UPnP Device Architecture section on Control.  |
| 501       | Action Failed    | See UPnP Device Architecture section on Control.  |
| 701       | Min Exceeds Max  | Requested value for MinPosition is greater than (or equal to) the requested value for MaxPosition |
| 800-899   | TBD              | (Specified by UPnP vendor.)   |

### 2.4.8. Non-Standard Actions Implemented by an UPnP Vendor

To facilitate certification, non-standard actions implemented by an UPnP vendor should be included in this service template. The UPnP Device Architecture lists naming requirements for non-standard actions (cf. section on Description).

### 2.4.9. Relationships Between Actions

The actions defined herein may be called in any order.

Relationships between standard action(s) defined herein and any non-standard action(s) is TBD.

#### 2.4.10.Common Action Error Codes

The following table lists error codes common to actions for this service type. If an action results in multiple errors, the most-specific error should be returned.

| errorCode | errorDescription | Description  |
|-----------|------------------|--|
| 401       | Invalid Action   | See UPnP Device Architecture section on Control.                 |
| 402       | Invalid Args     | See UPnP Device Architecture section on Control.                 |
| 404       | Invalid Var      | See UPnP Device Architecture section on Control.                 |
| 501       | Action Failed    | See UPnP Device Architecture section on Control.                 |
| 600-699   | TBD              | Common action errors. Defined by UPnP Forum Technical Committee. |
| 800-899   | TBD              | (Specified by UPnP vendor.)                                      |

## 2.5. Theory of Operation

A Control Valve or Air Damper is used to control the amount of heating or cooling energy being provided into a building space.

Under normal operation, ControlMode will be AUTO. A control point, (e.g. a temperature controller), will modulate the position of the Control Valve or Air Damper by using SetPosition to change the value of PositionTarget. Under normal operation the value of PositionStatus will track PositionTarget.

A control point can call GetPosition to read the current position of the Control Valve or Air Damper.

Under special override conditions, a control point may use SetMode to change the value of ControlMode, for example as follows:

- i) ControlMode can be set to CLOSED when the air-conditioning or heating plant is shut down

   this forces the device to a "hard" closed position.
- ii) ControlMode can be set to OPEN to provide a forced override to a "hard" open position e.g. for emergency (smoke) ventilation.

A control point can call GetMode to read the current value of ControlMode.

The MinPosition and MaxPosition are optional parameters, provided to set "soft" limits on the range (stroke) of PositionStatus. A control point can call SetMinMax to set MinPosition and MaxPosition to new values. For example in the case of Air Dampers:

- i) MinPosition may be set to provide minimum fresh air requirements, and
- ii) MaxPosition may be set to prevent drafts.

It is not likely that SetMinMax would be called very frequently – e.g. in the above example, the minimum fresh air setting might be adjusted on a day /night basis.

A control point can call GetMinMax to read the current values of MinPosition and MaxPosition.

## 3. XML Service Description

```
<?xml version="1.0"?>
<scpd xmlns="urn:schemas-upnp-org:service-1-0">
  <specVersion>
    <major>1</major>
    <minor>0</minor>
  </specVersion>
  <actionList>
    <action>
    <name>GetMode</name>
      <argumentList>
         <argument>
           <name>CurrentControlMode</name>
           <direction>out</direction>
           <retval />
           <relatedStateVariable>ControlMode</relatedStateVariable>
         </argument>
      </argumentList>
    </action>
    <action>
    <name>SetMode</name>
      <argumentList>
         <argument>
           <name>NewControlMode</name>
           <<u>direction</u>><u>in</u></<u>direction</u>>
           <relatedStateVariable>ControlMode</relatedStateVariable>
         </argument>
      </arqumentList>
    </action>
    <action>
    <name>GetPosition</name>
      <argumentList>
         <argument>
           <name>CurrentPositionStatus</name>
           <direction>out</direction>
           <retval />
           <relatedStateVariable>PositionStatus</relatedStateVariable>
        </argument>
      </argumentList>
    </action>
    <action>
    <name>GetPositionTarget</name>
      <argumentList>
         <argument>
           <name>CurrentPositionTarget</name>
           <<u>direction</u>><u>out</u></<u>direction</u>>
           <retval />
           <relatedStateVariable>PositionTarget</relatedStateVariable>
         </argument>
      </argumentList>
    </action>
    <action>
```

```
<name>SetPosition</name>
      <argumentList>
         <argument>
           <name>NewPositionTarget</name>
           <<u>direction</u>><u>in</u></<u>direction</u>>
           <relatedStateVariable>PositionTarget</relatedStateVariable>
         </argument>
      </argumentList>
    </action>
    <action>
    <name>GetMinMax</name>
      <argumentList>
         <argument>
           <name>CurrentMinPosition</name>
           <direction>out</direction>
           <relatedStateVariable>MinPosition</relatedStateVariable>
         </argument>
         <argument>
           <name>CurrentMaxPosition</name>
           <<u>direction</u>><u>out</u></<u>direction</u>>
           <relatedStateVariable>MaxPosition</relatedStateVariable>
         </argument>
      </argumentList>
    </action>
    <action>
    <name>SetMinMax</name>
      <argumentList>
         <argument>
           <name>NewMinPosition</name>
           <direction>in</direction>
           <relatedStateVariable>MinPosition</relatedStateVariable>
         </argument>
         <<u>argum</u>ent>
           <name>NewMaxPosition</name>
           <<u>direction</u>><u>in</u></<u>direction</u>>
           <relatedStateVariable>MaxPosition</relatedStateVariable>
         </argument>
      </argumentList>
    </action>
Declarations for other actions added by UPnP vendor (if any) go here
  </actionList>
  <serviceStateTable>
    <stateVariable sendEvents="yes">
      <name>ControlMode</name>
      <dataType>string</dataType>
      <defaultValue>CLOSED</defaultValue>
      <allowedValueList>
         <allowedValue>CLOSED</allowedValue>
         <allowedValue>OPEN</allowedValue>
         <allowedValue>AUTO</allowedValue>
      </allowedValueList>
    </stateVariable>
    <stateVariable sendEvents="yes">
      <name>PositionStatus</name>
```

```
<dataType>uil</dataType>
      <defaultValue>0</defaultValue>
      <allowedValueRange>
        <minimum>0</minimum>
        <maximum>100</maximum>
         <step>l</step>
      </allowedValueRange>
    </stateVariable>
    <<u>stateVariable</u> <u>sendEvents</u>="<u>no</u>">
      <name>PositionTarget</name>
      <dataType>uil</dataType>
      <defaultValue>0</defaultValue>
      <allowedValueRange>
        <minimum>0</minimum>
         <maximum>100</maximum>
        <step>1</<u>step</u>>
      </allowedValueRange>
    </stateVariable>
    <stateVariable sendEvents="no">
      <name>MinPosition</name>
      <dataType>uil</dataType>
      <defaultValue>0</defaultValue>
      <allowedValueRange>
         <minimum>0</minimum>
        <maximum>100</maximum>
         <step>1</step>
      </allowedValueRange>
    </stateVariable>
    <stateVariable sendEvents="no">
      <name>MaxPosition</name>
      <<u>dataType</u>>uil</<u>dataType</u>>
      <defaultValue>100</defaultValue>
      <allowedValueRange>
        <minimum>0</minimum>
        <maximum>100</maximum>
        <step>1</step>
      </allowedValueRange>
    </stateVariable>
  Declarations for other state variables added by UPnP vendor (if any)
    go here
  </<u>serviceStateTable</u>>
</scpd>
```

### 4. Test

Testing of the UPnP functions Addressing, Discovery, Description, Control (Syntax) and Eventing are performed by the UPnP Test Tool v1.1 based on the following documents:

- UPnP Device Architecture v1.0
- The Service Definitions in chapter 2 of this document
- The XML Service Description in chapter 3 of this document
- The UPnP Test Tool service template test file: *ControlValve1.xml*
- The UPnP Test Tool service template test file: *ControlValve1.SyntaxTests.xml*

The test suite does not include tests for Control Semantics, since it is felt that such tests would not provide a higher level of interoperability.