## Sheet1

Regis	ter	blind-control			
dec	hex	Name	Description	Size	pv
0	00	unused	n/a		
1	01	ModuleID	Module ID as it appears on the bus	uint8	p
2	02	BldFlag	Storage for bootloader flags	uint8	p
16	10	PositionCurrent	Current position of blind 0. 100 = completely closed. 0 = completely open	uint8	vro
17	11	PositionSetPoint	Wanted position of blind. 100 = completely closed. 0 = completely open	uint8	v
18	12	PositionDifference	Difference between wanted and current position	int8	vro
19	13	ReactionDelay	Delay time in timer ticks (1/100sec) until movement starts after applying power	uint8	p
20	14	DurationOpen	Duration in timer ticks (1/100sec) to fully open the blind	uint16	p
21	15	DurationClose	Duration in timer ticks (1/100sec) to fully close the blind	uint16	p
22	16	unused			
23	17	unused			
24	18	TimeUp1_Weekday	Flags on which weekday this timer applies. Index flags with day-of-week	uint8	p
25	19	TimeUp1_Hour		uint8	p
26	1A	TimeUp1_Minute		uint8	p
27	1в	TimeDown1_Weekda	Flags on which weekday this timer applies. Index flags with day-of-week	uint8	p
28	1C	TimeDown1_Hour		uint8	p
29	1D	TimeDown1_Minute		uint8	р
30	1E	TimeUp2_Weekday	Flags on which weekday this timer applies. Index flags with day-of-week	uint8	p
31	1F	TimeUp2_Hour		uint8	p
32	20	TimeUp2_Minute		uint8	р
33	21	TimeDown2_Weekda	Flags on which weekday this timer applies. Index flags with day-of-week	uint8	р
34	22	TimeDown2_Hour		uint8	р
35	23	TimeDown2_Minute		uint8	р
36	24				
37	25				
38	26				
39	27				
40	28				
41	29				
42	2A	WindowState	State of the window	uint8	vro
127	7F				
223	DF	Year		uint16	v
224	E0	Month		uint8	v
225	E1	Day		uint8	v
226	E2	DayOfWeek	Current date and time. DayOfWeek: 0=Monday, 6=Sunday	uint8	v
227	E3	Hour	Day Of Week. 0=Monday, 0=Sunday	uint8	v
228	E4	Minute		uint8	v
229	E5	Second		uint8	v
230	E6	DeviceSignature0	1st byte of device signature	uint8	pro
231	E7	DeviceSignature1	2nd byte of device signature	uint8	pro
232	E8	DeviceSignature2	3rd byte of device signature	uint8	pro
233	E9	DeviceSignature3	4th byte of device signature	uint8	pro
234	EA	BoardID	Needed Board ID	uint16	pro
235	EB	BoardRev	Needed Board revision (at least)	uint8	pro
236	EC	AppID	Application ID	uint16	pro
237	ED	AppVersionMajor	Application version major	uint8	pro
238	EE	AppVersionMinor	Application version minor	uint8	pro
239	EF	AppVersionBugfix	Application version bug-fix	uint8	pro