

mySQM+ CLOUD SENSOR II FORMAT

- Connect to controller
- Enable checkbox CSII Format
- Set logging interval
- Enable Automate logging

Date/Time	yyyy-MM-dd HH:mm:ss.ss	
Temperature	C	values in Celsius
Wind Velocity	m	meters per second
Sky temperature	IRObject Temperature	
Ambient temperature	IRAmbientTemp	
Sensor case temperature	bme280temperature	
Wind Speed	in m/s	
Humidity	bme280humidity	
Dew Point	bme280dewpoint	
Heater %	0	
Rain Flag	Raining or Not raining	
Seconds since the last valid data	timerinterval tick / 1000	
Now	038506.08846	
c sky state	skystate	
w wind condition	0	
r rain condition	Raining or Not raining	
d daylight condition	lux	
C roof close	0	
A Alert	0	

Skystate

Cloud cover percentage (0-100%) is used to generate the **cloud condition** value in the CSII log.

```
// 94 c sky state, cloudUnknown = 0, cloudClear = 1, cloudCloudy = 2, cloudVeryCloudy = 3
If cloudcover > 59.9 then cloudstate = 3; // cloudVeryCloudy
else if cloudcover > 33.9 AND cloudcover < 59.9 then cloudstate = 2; // cloudCloudy
else cloudstate = 1 // cloudClear
```

```
if cloudcover > cloudVeryCloudy then cloudstate = 3
else if cloudcover > cloudCloudy AND cloudcover < cloudVeryCloudy then cloudstate = 2
else cloudstate = 1
```

cloudVeryCloudy is the top boundary [default is 59.9]. Any cloudcover value greater than this results in a value of 3 for *cloudstate*

cloudCloudy is the middle boundary [default is 33.9]. Any cloudcover value greater than the cloudCloudy boundary value AND if the cloudcover value is less than the cloudVeryCloudy value, results in a value of 2 for *cloudstate*

cloudClear is the lower boundary. Any cloudcover less than the cloudCloudy value results in a value of 1 for *cloudstate*

Wind Condition

To do this we compare *windspeed* (remember some sensors have a maximum limit reading of 20 m/s) against some arbitrary boundaries to generate a **wind condition**.

```
// 96 w wind condition, windUnknown = 0, windCalm = 1, windWindy = 2, windVeryWindy = 3
if windspeed >= 15.0 then windcondition = 3           // windVeryWindy
else if windspeed >= 5.0 and windspeed < 15.0 then windcondition = 2 // windWindy
else windcondition = 1                                // windCalm

if windspeed >= windVeryWindy then windcondition = 3
else if windspeed >= windWindy and windspeed < windVeryWindy then windcondition = 2
else windcondition = 1
```

windVeryWindy is the top boundary [default is 15.0]. Any windspeed value greater than this results in a value of 3 for *windcondition*

windWindy is the middle boundary [default is 33.9]. Any windspeed value greater than the windWindy value AND less than the windVeryWindy value, results in a value of 2 for *windcondition*

windCalm is the lower boundary. Any windspeed value that is less than the windWindy value results in a value of 1 for *windcondition*

Daylight Condition

The **lux** value is compared against some arbitrary boundaries to generate a **daylight condition**.

```
// (100) d daylightcondition, dayUnknown = 0, dayDark = 1, dayLight = 2, dayVeryLight = 3
if lux >= 5000.0 then daylightcondition = 3           // dayVeryLight
else if lux >= 5.0 AND lux < 5000.0 then daylightcondition = 2 // dayLight
else daylightcondition = 1                             // dayDark

// (100) d daylightcondition, dayUnknown = 0, dayDark = 1, dayLight = 2, dayVeryLight = 3
if lux >= dayVeryLight then daylightcondition = 3
else if lux >= dayLight AND lux < dayVeryLight then daylightcondition = 2
else daylightcondition = 1
```

dayVeryLight is the top boundary [default is 5000.0]. Any lux value greater than this results in a value of 3 for *daylightcondition*

dayLight is the middle boundary [default is 5.0]. Any lux value greater than the dayLight value AND less than the dayVeryLight value, results in a value of 2 for *daylightcondition*

dayDark is the lower boundary. Any lux value that is less than the dayLight value results in a value of 1 for *daylightcondition*