

Object = SWTCONTROL

The SwtControl was modified at the end of May 2016 to correct some deficiencies and get it to work better in QSTS calculations.

The Normal property was added to define the normal state of the switch after a mode change or other reset. It defaults to the Action value defined during the initial New command if it is not specifically defined. (Some users have been defining the initial state with Action).

The State property was added to get or set the present state.

The Lock property was added to better control locking of the switch state. For example, you may not want the switch to change states when changing solution modes from snapshot to Daily. You have to unlock (Lock=NO) before an Action will take place.

State and Reset force the switch position.

Property	Description
Action	{Open Close} After specified delay time, and if not locked , causes the controlled switch to open or close.
basefreq	Base Frequency for ratings.
Delay	Operating time delay (sec) of the switch. Defaults to 120.
enabled	{Yes No or True False} Indicates whether this element is enabled.
like	Make like another object, e.g.: New Capacitor.C2 like=c1 ...
Lock	{Yes No} Delayed action. Sends CTRL_LOCK or CTRL_UNLOCK message to control queue. After delay time, controlled switch is locked in its present open / close state or unlocked. Switch will not respond to either manual (Action) or automatic (COM interface) control or internal OpenDSS Reset when locked.
Normal	{Open Closed} Normal state of the switch. If not Locked, the switch reverts to this state for reset, change of mode, etc. Defaults to first Action or State specified if not specifically declared.
Reset	{Yes No} If Yes, forces Reset of switch to Normal state and removes Lock independently of any internal reset command for mode change, etc.
State	{Open Closed} Present state of the switch. Upon setting, immediately forces state of switch.
SwitchedObj	Name of circuit element switch that the SwtControl operates. Specify the full object class and name.
SwitchedTerm	Terminal number of the controlled element switch. 1 or 2, typically. Default is 1.