

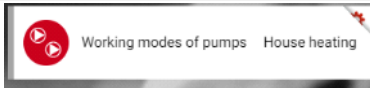


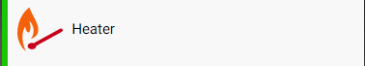





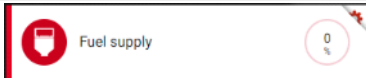

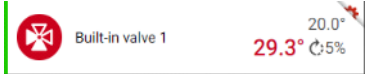
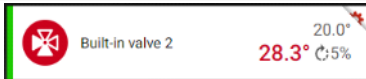



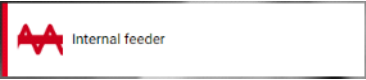


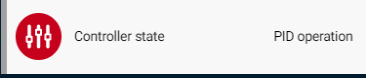



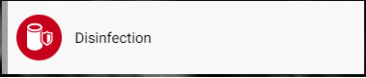
Remapping Opop

Relays	Type 11	Differentiated by txtId
Sensors	Type 1	Differentiated by txtId
valves	Type 23	Differentiated by valveNumber

Original json	Type	Description	txtId	iconId	widget screenshot	Observation
<pre>{ "type": "alarm", "id": 30390, "parentId": 0, "txtId": 3336, "iconId": 0, "value": "", "unit": "", "time": "1610407845", "alarmType": "notification", "remoteCancel": "1", "menuId": 0, "visibility": true }</pre>	alarm	Alarm/Info message	3336	0		<p>Alarm for too many ignition cycles from the las 24h. Once the boiler is starting more than 14 times in the last 24h it can shorten the starter resistor from the boiler's pellet burner. It's just an info message.</p> <p>Possible interesting info: "time", "alarmType", "remoteCancel"*</p> <p>*Remote cancel - some of the alams can't be canceled remotely because of safety reasons. In this example the alarm can be cancelled.</p>
<pre>{ "id": 1000, "parentId": 0, "type": 21, "menuId": 0, "orderId": 15, "visibility": false, "params": { "description": "Additional pump", "workingStatus": false, "pumpNumber": 0, "txtId": 922 } }</pre>	21	Additional pump	922	NA		At this widget there are two type of icons. Static one for OFF state and animated one for ON state. Possible that the icon is changed based on the "workingStatus" and the icon is chosen based on tile "type"
<pre>{ "id": 1001, "parentId": 0, "type": 40, "menuId": 2011, "orderId": 12, "visibility": true, "params": { "description": "Text information", "statusId": 473, "headerId": 820, "iconId": 3, "options": [] } }</pre>	40	Working mode of pumps	none	3		<p>There is no animation for the icon. This tile is designed to show/control the working mode of pumps. There are four options totally.</p> <p>House heating - The temp sensor from DWH is ignored and only the inputs from the thermostats are taken in count.</p> <p>Boiler priority - Main scope is to maintain a constant temp for the boiler. The boiler is started automatically when the boiler temp reach the lower limit. The hysteresis ca vary based on service settings.</p> <p>Parallel pumps: Meanin that the boiler will start based on the thermostat inputs (there are two) or based on DWH temperature.</p> <p>Summer mode: is the setting for the case of the CH pump must run for DWH production. In this case the boiler will start only based on DWH temperature. House heating is OFF at this option.</p> <p>"statusId": 473 -> House heating "statusId": 608 -> Boiler priority "statusId": 587 -> Parallel Pumps "statusId": 811 -> summer mode</p>
<pre>{ "id": 1002, "parentId": 0, "type": 11, "menuId": 0, "orderId": 14, "visibility": true, "params": { "description": "Relay", "workingStatus": false, "txtId": 550, "iconId": 101 } }</pre>	11	External feeder	550	101		Two icons are used. There is one animated and the static one from the screenshot. Status is differentiated based on "workingStatus". The icon id is not changing when the "workingStatus" is true. This feeder is changing his state frequently (1-2 times/sec). The status is not reflected in real time on emodul. Text is not changing.
<pre>{ "id": 1003, "parentId": 0, "type": 11, "menuId": 0, "orderId": 14, "visibility": true, "params": { "description": "Relay", "workingStatus": false, "txtId": 1042, "iconId": 9 } }</pre>	11	Heater (ignition resistor)	1042	9		Two icons are used. Icon id not changing. One for OFF state, and an animated one (Blinking in yellow) for the on state. Also I think that the "workingStatus" is the most important filed for state identification.

<pre> "orderId": 9, "visibility": true, "params": { "description": "Relay", "workingStatus": false, "txtId": 1042, "iconId": 9 } } </pre>						
<pre> { "id": 1004, "parentid": 0, "type": 11, "menuId": 0, "orderId": 10, "visibility": true, "params": { "description": "Relay", "workingStatus": true, "txtId": 571, "iconId": 17 } } </pre>	11	CH Pump	571	17		Also two type of icons. Static one for OFF state and a rotating one for the ON state (the triangle inside of circle is rotating). Same thoughts the most important filed would be the "workingStatus" and the icon(animation) is changed based on this filed.
<pre> { "id": 1006, "parentid": 0, "type": 6, "menuId": 2060, "orderId": 2, "visibility": true, "params": { "description": "Universal status with widgets", "statusId": 1, "iconId": 87, "widget1": { "txtId": 937, "value": 0, "unit": 7, "type": 1, "params": [0, 0, 0, 0, 0] }, "widget2": { "txtId": 1050, "value": 796, "unit": 7, "type": 9, "params": [0, 0, 0, 0, 0] } } } </pre>	6	CH Temperature	See observation	87		<p>It's a kind of widgets in widget thing. This tile shows the actual temp of the boiler (79.6), the set temperature (75).</p> <p>Widget1: set temperature txtId: 937 (Value: CH Temperature) type: 1 unit: 7 (Value "°")</p> <p>Widget2: Curent temperature txtId: 1050 (Value: CH Temperature) type: 9 unit: 7</p> <p>Icon is not changing during operation.</p>
<pre> { "id": 1007, "parentid": 0, "type": 1, "menuId": 2061, "orderId": 4, "visibility": true, "params": { "description": "Temperature sensor", "workingStatus": true, "txtId": 1041, "value": 703, "batteryLevel": null, "signalStrength": null } } </pre>	1	DWH Temperature	1041	none		<p>Hot water tank sensor. Set point and actual temp are shown. From json only the actual value can be seen at "value field". At temperature sensors the working status could be important also. There are many other sensor inputs for this controller. When no sensor is attached to that input I think that this files is false.</p> <p>I can't figure out how the set point is shown - maybe is a background procedure which reads the value and injects on the page.</p>
<pre> { "id": 1008, "parentid": 0, "type": 1, "menuId": 0, "orderId": 3, "visibility": true, </pre>	1	Flue gas temperature	791	none		Exhausted gas temperature.

<pre> "params": { "description": "Temperature sensor", "workingStatus": true, "txtId": 791, "value": 860, "batteryLevel": null, "signalStrength": null } </pre>						
<pre> { "id": 1009, "parentid": 0, "type": 1, "menuId": 0, "orderid": 1, "visibility": true, "params": { "description": "Temperature sensor", "workingStatus": true, "txtId": 795, "value": 17, "batteryLevel": null, "signalStrength": null } } </pre>	1	External Temperature	795	none		<p>This is an additional sensor to measure the external temperature.</p> <p>Additional info: based on this temperature you are able to define a heating curve - modifying the produced water temperature from CH. Higher external team -> lower CH temp.</p>
<pre> { "id": 1010, "parentid": 0, "type": 31, "menuId": 252, "orderid": 7, "visibility": true, "params": { "description": "Fuel supply", "percentage": 0, "hours": 0 } } </pre>	31	Fuel supply	none	none		<p>It shows the actual fuel level in percent (0-100%).</p>
<pre> { "id": 1011, "parentid": 0, "type": 22, "menuId": 0, "orderid": 16, "visibility": true, "params": { "description": "Fan", "workingStatus": false, "fanNumber": 0, "gear": 0, "txtId": null } } </pre>	22	Fan rotation	null	none		<p>It has an animated icon when the status is on. Also shows the fan rotation in percent (0-100%).</p> <p>Important fields are: fanNumber - 0 is the main fan. There is an option to connect exthaus fan also. The id will differ I think.</p> <p>WorkingStatus: true/false Gear: 0 - 100%</p> <p>There is no txtId- I think this one is a special widget.</p>
<pre> { "id": 1012, "parentid": 0, "type": 23, "menuId": 2229, "orderid": 5, "visibility": true, "params": { "description": "Built-in valve", "workingStatus": true, "valveNumber": 1, "currentTemp": 293, "returnTemp": 56, "setTempCorrection": -40, "openingPercentage": 5, "valvePump": 1, "boilerProtection": 0, "returnProtection": 0, "setTemp": 60, "txtId": 992 } } </pre>	23	Built-in Valve 1	992	none		<p>The boiler has two zones. Each zone can be configured with different setpoints. For example if you have underfloor heating mixed with radiator heating - you are able set different water temperature for these circuits. Each zone has its own temperature sensor, mixing valve and pump.</p> <p>Fields explained: workingStatus: true if this function is enabled. ValveNumber: 1 or 2 (zone1 zone2) currentTemp: actual water temperature from circuit 1 openingPercentage: 0-100% - the actual state of the mixing valve valvePump: enabled/disabled or actual state (I have to check when mine will go off - in this period is a rarity :)) setTemp: the setpoint - this is the expected water temperature when the boiler is working.</p> <p>*returnTemp - this is a very interesting thing, it's not shown on the gui but it's an important info - showing the return water temp from the boiler. Very useful...</p>
<pre> { "id": 1013, "parentid": 0, "type": 23, "menuId": 2329, "orderid": 6, "visibility": true, "params": { "description": "Built-in valve", </pre>	23	Built-in Valve 2	993	none		<p><input type="checkbox"/> valvePump - to be check.</p> <p>Same as above</p>

<pre> "workingStatus": true, "valveNumber": 2, "currentTemp": 293, "returnTemp": 56, "setTempCorrection": -40, "openingPercentage": 5, "valvePump": 1, "boilerProtection": 1, "returnProtection": 0, "setTemp": 60, "txtId": 993 } </pre>						
<pre> { "id": 1016, "parentId": 0, "type": 2, "menuId": 0, "orderId": 8, "visibility": true, "params": { "description": "Fire sensor", "workingStatus": false, "value": 0 } } </pre>	2	Fire sensor	none	none		<p>Flame detection sensor. True/false. Animated icon - blinking in yellow when on.</p> <p><input type="checkbox"/> To be check: value - if it returns the brightness</p>
<pre> { "id": 1020, "parentId": 0, "type": 11, "menuId": 0, "orderId": 13, "visibility": true, "params": { "description": "Relay", "workingStatus": false, "txtId": 553, "iconId": 101 } } </pre>	11	Internal feeder	553	101		Similar to external feeder. See above.
<pre> { "id": 2000, "parentId": 0, "type": 50, "menuId": 0, "orderId": null, "visibility": true, "params": { "description": "Controller software version", "version": "2.2.4", "txtId": 873, "iconId": 50, "companyId": 25, "controllerName": "ST-581v9 Premium 1.6.1 P01", "mainControllerId": 0 } } </pre>	50	Controller software version	873	50		
<pre> { "id": 2040, "parentId": 0, "type": 40, "menuId": 0, "orderId": 18, "visibility": true, "params": { "description": "Text information", "statusId": 233, "headerId": 1039, "iconId": 50, "options": [] } } </pre>	40	Controller state	50	None	    	<p>"statusId": 671 - Firing up "statusId": 604 - PID Operation "statusId": 911 - Blow out "statusId": 233 - Stand-by</p> <p>"statusId": 524 - PID damped (turned off from software basically)</p>
<pre> { "id": 3630, "parentId": 0, "type": 32, </pre>	32		0			I'm not using this function for now. Don't have too much details. Needs more testing

<pre>"menuId": 0, "orderId": 17, "visibility": true, "params": { "description": "Disinfection", "txtId": 0, "percentage": 0 } }</pre>						
---	--	--	--	--	--	--