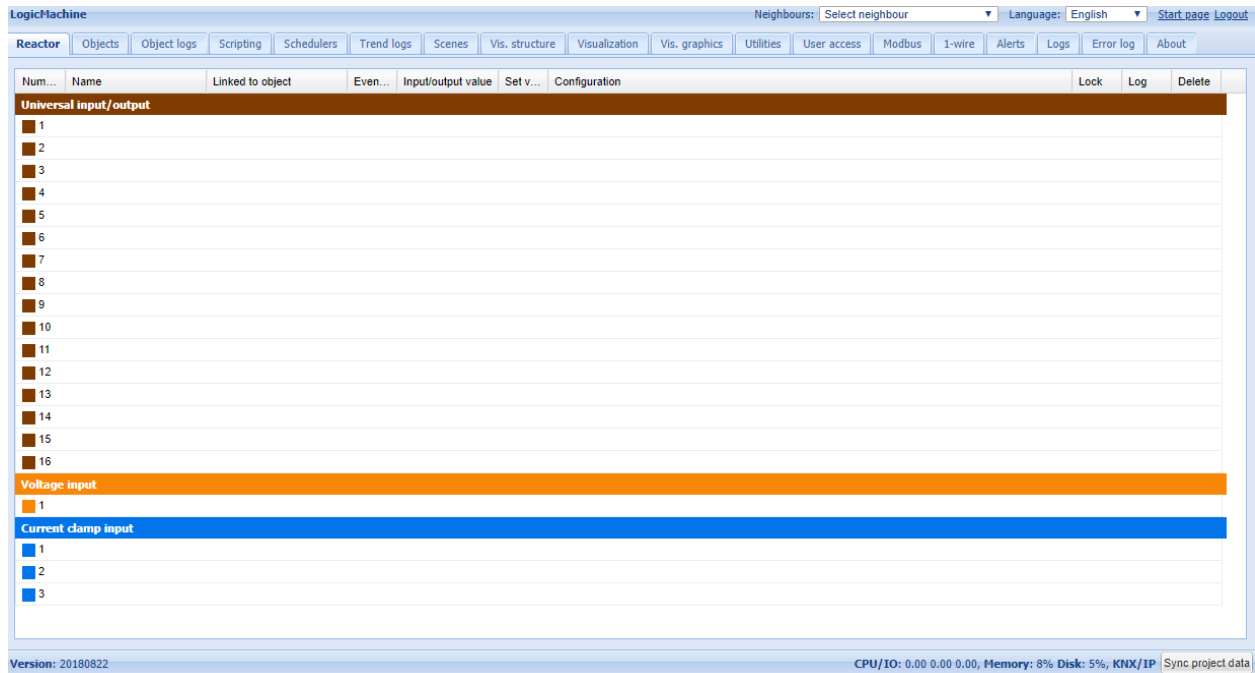


1. Reactor GSM inputs and outputs

Reactor IO configuration and mapping to KNX is done under the *Reactor* tab. No additional software is needed to configure KNX mapping of IO ports.



1.1 Universal input/output

You can set up an Universal I/O port as binary output, voltage input, binary ON/OFF input, binary SHORT/LONG input, Step dimmer 1 byte, Relative dimmer 4 bit, Pulse meter and Frequency meter.

1.2. Output: Binary

Universal input/output 1

Name: Universal input/output 1

Link to object: 1/1/1 (New object)

Additional objects

Status object: 1/1/2 (New object)

Lock object: 1/1/3 (New object)

Write to bus: Does not apply to virtual objects

Mode: Output: Binary

Invert output:

On delay (seconds): 0

Off delay (seconds): 0

Comments:

Save Cancel

- *Name* - name of the port
- *Link to object* - group address to link the object with. By pressing the button, the field will be automatically filled with the next free group address. You can add up to 6 objects to one output.
- *Status object* - status object group address.
- *Lock object* - lock object group address.
- *Write to bus* - defines either to write or not to bus on value change.
- *Mode* - port operating mode.
- *Invert output* - defines either to invert the output value.
- *On delay (seconds)* - delay in seconds when getting in On state.
- *Off delay (seconds)* - delay in seconds when getting in Off state.
- *Comment* - comment of the object.

1.3. Input: Voltage

Universal input/output 1

Name: Universal input/output 1

Link to object: 1/1/1 (New object)

Lock object: 1/1/3 (New object)

Write to bus: Does not apply to virtual objects

Mode: Input: Voltage

Send delta: 2

Send timer (seconds):

Value compensation: 0

Base value (at 0V): 0

Multiplier: 1

Comments:

Save Cancel

- *Name* - name of the port.
- *Link to object* - group address to link the object with. By pressing the button, the field will be automatically filled with the next free group address.
- *Lock object* - lock object group address.
- *Write to bus* - defines either to write or not to bus on value change.
- *Mode* - port operating mode.
- *Send delta* - send the data upon specific delta value has changed.
- *Send timer (seconds)* - time interval to send the reading.
- *Value compensation* - compensation of the value.
- *Base value (at 0V)* - value at 0V.
- *Multiplier* - multiplier for the received value.
- *Comments* - comment of the object.

1.4. Input: Binary: On/Off

Universal input/output 1

Name: Universal input/output 1

Link to object: 1/1/1 (New object)

Lock object: 1/1/3 (New object)

Write to bus: Does not apply to virtual objects

Mode: Input: Binary: On/Off

On press (rising edge): Toggle

On release (falling edge): No action

Midpoint voltage: 10

Input hysteresis (V): 1

Comments:

Save Cancel

- *Name* - name of the port.
- *Link to object* - group address to link the object with. By pressing the button, the field will be automatically filled with the next free group address.
- *Lock object* - lock object group address.
- *Write to bus* - defines either to write or not to bus on value change.
- *Mode* - port operating mode.
- *On press (rising edge)* [Send 0; Send 1; Toggle] - action on rising edge.
- *On release (falling edge)* [Send 0; Send 1; Toggle] - action on falling edge.
- *Midpoint voltage* - voltage midpoint to determine the On/Off state.
- *Input hysteresis (V)* - if binary input is OFF, it will change to ON when voltage level is above MIDPOINT + HYSTERESIS. If binary input is ON, it will change to OFF when voltage is below MIDPOINT - HYSTERESIS.
- *Comment* - comment of the object.

1.5. Input: Binary: Short/Long

Universal input/output 1

Name: Universal input/output 1

Short press object: 1/1/1 (New object) +

Long press object: +

Lock object: 1/1/3 (New object) +

Write to bus: Does not apply to virtual objects

Mode: Input: Binary: Short/Long

Short press: Send 0



Long press (1 second): Send 1

Midpoint voltage: 10

Input hysteresis (V): 1

Comments:

Save Cancel

- *Name* - name of the port.
- *Short press object* - group address to link with on short press. By pressing the  button, the field will be automatically filled with the next free group address.
- *Long press object* - group address to link the object with on long press. By pressing the  button, the field will be automatically filled with the next free group address.
- *Lock object* - lock object group address.
- *Write to bus* - defines either to write or not to bus on value change.
- *Mode* - port operating mode.
- *Short press* [*Send 0*; *Send 1*; *Toggle*] - action on short press.
- *Long press (1 second)* [*Send 0*; *Send 1*; *Toggle*] - action on long press.
- *Midpoint voltage* - voltage midpoint to determine the On/Off state.


- *Input hysteresis (V)* - if binary input is OFF, it will change to ON when voltage level is above MIDPOINT + HYSTERESIS. If binary input is ON, it will change to OFF when voltage is below MIDPOINT - HYSTERESIS.
- *Comment* - comment of the object.

1.6. Input: Step dimmer (1 byte)

The screenshot shows a configuration window titled "Universal input/output 1". The fields are as follows:



- Name: Universal input/output 1
- Link to object: 1/1/1 (New object) [dropdown] [green + button]
- Lock object: 1/1/3 (New object) [dropdown] [green + button]
- Write to bus: Does not apply to virtual objects
- Mode: Input: Step dimmer (1 byte) [dropdown]
- Dimmer step (%): 10 [spin box]
- On preset (%): 50 [spin box]
- Midpoint voltage: 10 [spin box]
- Input hysteresis (V): 1 [spin box]
- Comments: [empty text area]

Buttons at the bottom: Save, Cancel.

- *Name* - name of the port.
- *Link to object* - group address to link the object with. By pressing the  button, the field will be automatically filled with the next free group address.
- *Lock object* - lock object group address.
- *Write to bus* - defines either to write or not to bus on value change.
- *Mode* - port operating mode.
- *Dimmer step (%)* - value on which the brightness value will change by one step.
- *On preset (%)* - brightness preset when getting in On state.

- *Midpoint voltage* - voltage midpoint.
- *Input hysteresis (V)* - if binary input is OFF, it will change to ON when voltage level is above MIDPOINT + HYSTERESIS. If binary input is ON, it will change to OFF when voltage is below MIDPOINT - HYSTERESIS.
- *Comment* - comment of the object.

1.7. Input: Relative dimmer (4 bit)

- *Name* - name of the port.
- *Short press object* - group address to link with on short press. By pressing the  button, the field will be automatically filled with the next free group address.
- *Long press object* - group address to link the object with on long press. By pressing the  button, the field will be automatically filled with the next free group address.
- *Lock object* - lock object group address.
- *Write to bus* - defines either to write or not to bus on value change.


- *Mode* - port operating mode.
- *Midpoint voltage* - voltage midpoint to determine the On/Off state.
- *Input hysteresis (V)* - if binary input is OFF, it will change to ON when voltage level is above MIDPOINT + HYSTERESIS. If binary input is ON, it will change to OFF when voltage is below MIDPOINT - HYSTERESIS.
- *Comment* - comment of the object.

1.8. Input: Pulse meter

The screenshot shows a configuration window titled "Universal input/output 1". The fields are as follows:

- Name: Universal input/output 1
- Link to object: 1/1/1 (New object) [dropdown] [green + button]
- Lock object: 1/1/3 (New object) [dropdown] [green + button]
- Write to bus: Does not apply to virtual objects
- Mode: Input: Pulse meter [dropdown]
- One pulse weight: 1 [spin box]
- Send delta: 2 [spin box]
- Midpoint voltage: 10 [spin box]
- Input hysteresis (V): 1 [spin box]
- Comments: [empty text area]

Buttons at the bottom: Save, Cancel.

- *Name* - name of the port.
- *Link to object* - group address to link the object with. By pressing the  button, the field will be automatically filled with the next free group address.
- *Lock object* - lock object group address.
- *Write to bus* - defines either to write or not to bus on value change.
- *Mode* - port operating mode.
- *One pulse weight* - multiplier of the received value.


- *Send delta* - send the data upon specific delta value has changed.
- *Midpoint voltage* - voltage midpoint.
- *Input hysteresis (V)* - if binary input is OFF, it will change to ON when voltage level is above MIDPOINT + HYSTERESIS. If binary input is ON, it will change to OFF when voltage is below MIDPOINT - HYSTERESIS.
- *Comment* - comment of the object.

1.9. Input: Frequency

The screenshot shows a configuration window titled "Universal input/output 1". The fields are as follows:

- Name: Universal input/output 1
- Link to object: 1/1/1 (New object) [dropdown] [green + button]
- Lock object: 1/1/3 (New object) [dropdown] [green + button]
- Write to bus: Does not apply to virtual objects
- Mode: Input: Frequency [dropdown]
- Multiplier: 1 [spin box]
- Send delta: 2 [spin box]
- Midpoint voltage: 10 [spin box]
- Input hysteresis (V): 1 [spin box]
- Comments: [empty text area]

Buttons at the bottom: Save, Cancel.

- *Name* - name of the port.
- *Link to object* - group address to link the object with. By pressing the  button, the field will be automatically filled with the next free group address.
- *Lock object* - lock object group address.
- *Write to bus* - defines either to write or not to bus on value change.


- *Mode* - port operating mode.
- *Multiplier* - multiplier for the received value.
- *Send delta* - send the data upon specific delta value has changed.
- *Midpoint voltage* - voltage midpoint.
- *Input hysteresis (V)* - if binary input is OFF, it will change to ON when voltage level is above MIDPOINT + HYSTERESIS. If binary input is ON, it will change to OFF when voltage is below MIDPOINT - HYSTERESIS.
- *Comment* - comment of the object.

1.10. Voltage input

The screenshot shows a configuration window titled "Voltage input 1". The fields are as follows:

- Name: Voltage input 1
- Link to object: 1/1/1 (New object) [dropdown] [green + button]
- Lock object: [dropdown] [green + button]
- Write to bus: Does not apply to virtual objects
- Send delta (V): 0.5 [spinner]
- Send timer (seconds): [spinner]
- Value compensation: 0 [spinner]
- Base value (at 0V): 0 [spinner]
- Multiplier: 1 [spinner]
- Comments: [text area]

Buttons: Save, Cancel



- *Name* - name of the port.
- *Link to object* - group address to link the object with. By pressing the  button, the field will be automatically filled with the next free group address.
- *Lock object* - lock object group address.



- *Write to bus* - defines either to write or not to bus on value change.
- *Send delta* - send the data upon specific delta value has changed.
- *Send timer (seconds)* - time interval to send the reading.
- *Value compensation* - compensation of the value.
- *Base value (at 0V)* - value at 0V.
- *Multiplier* - multiplier for the received value.
- *Comments* - comment of the object.

1.11. Current clamp input



Current clamp input 1



Name:



Link to object:  



Lock object:  



Write to bus: Does not apply to virtual objects

Send delta (V):  


Send timer (seconds):  

Value compensation:  

Base value (at 0V):  

Multiplier:  

Comments:

- *Name* - name of the port.
- *Link to object* - group address to link the object with. By pressing the  button, the field will be automatically filled with the next free group address.
- *Lock object* - lock object group address.

- *Write to bus* - defines either to write or not to bus on value change.
- *Send delta* - send the data upon specific delta value has changed.
- *Send timer (seconds)* - time interval to send the reading.
- *Value compensation* - compensation of the value.
- *Base value (at 0V)* - value at 0V.
- *Multiplier* - multiplier for the received value.
- *Comments* - comment of the object.