Items Configuration

Description

In order to bind an item to a Cardio IIé system you need to provide configuration settings. The easiest way to do so is to add binding information in your 'item file' (in the folder configurations/items`). The syntax for the Cardio2e binding configuration string is explained here:

- **LIGHTING:**

  `c2e="LIGHTING,object_number"`

  where 'object_number' is a number between 1 and 160 that represents the light number you want to control. You can bind both 'Switch' and 'Dimmer' items types.

  Reverse mode: Can be enabled adding '!' symbol before 'LIGHTING' (example: `c2e="!LIGHTING,20"`), so the Cardio object will be considered as a control, not an actuator. You can bind in reverse mode an unused lighting Cardio control in order to send commands to openHAB item, and to receive item updates (you can enable a unused Cardio lighting control by assigning it a fake X10 address).

  Dimmer correction: Can be enabled by adding '%' symbol before 'object_number' (example: `c2e="LIGHTING,%1"`), in order to consider Cardio lighting 1% values as 0% (powered off). This correction is necessary when Cardio is programmed to turn on a light by presence, since when power on time expires, Cardio sends a 1% value the DMI instead of 0% power off value (in fact, in practice, any value less than 10% in a DM1 will turn off the light).

  Autoupdate: Cardio always reports the status of its 'LIGHTING' objects after executing a command, so we recommend that you add "autoupdate=false" in the item settings to make sure that the item's value always matches Cardio's value (example: Dimmer My_Light {`c2e="LIGHTING,2"`, `autoupdate=false`}). Not applicable when "reverse mode" is used.

- **RELAY:**

  Option #1: `c2e="RELAY,object_number"`

  where 'object_number' is a number between 1 and 40 that represents the relay number you want to control. You can only bind 'Switch' items type.

  Option #2: `c2e="RELAY,shutter_up_object_number,shutter_down_object_number"`

  where 'shutter_up_object_number' and 'shutter_down_object_number' are numbers between 1 and 40 that represents the relay numbers of a pair of relays used to move shutter up and down. You can only bind 'Rollershutter' items type.

<u>Reverse mode</u>: Can be enabled adding '!' symbol before 'RELAY' (example: `c2e="! RELAY,4"`), so the Cardio object will be considered as a control, not an actuator. You can bind in reverse mode an unused relay Cardio control in order to send commands to openHAB item, and to receive item updates.

<u>Autoupdate</u>: Cardio always reports the status of its 'RELAY' objects after executing a command, so we recommend that you add "autoupdate=false" in the item settings to make sure that the item's value always matches Cardio's value (example: RollerShutter My_Shutter {`c2e="RELAY,5,6", autoupdate=false`}). Not applicable when "reverse mode" is used.

- **CURTAIN:**

  `c2e="CURTAIN,object_number"`

  where 'object_number' is a number between 1 and 80 that represents the shutter number you want to control. You can bind both 'RollerShutter' and 'Dimmer' items types (no STOP or MOVE commands are supported, and 100% value means shutter down). Note that 'CURTAIN' objects are only available in lastest Cardio IIé versions.

  <u>Reverse mode</u>: Can be enabled adding '!' symbol before 'CURTAIN'' (example: `c2e="!CURTAIN,13"`), so the Cardio object will be considered as a control, not an actuator. You can bind in reverse mode an unused curtain Cardio control in order to send commands to openHAB item, and to receive item updates.

  <u>Autoupdate</u>: Cardio always reports the status of its 'CURTAIN' objects after executing a command, so we recommend that you add "autoupdate=false" in the item settings to make sure that the item's value always matches Cardio's value (example: Dimmer My_Light {`c2e="CURTAIN,3", autoupdate=false`}). Not applicable when "reverse mode" is used.

To be continued...