

BINARY OR ANALOG INPUTS

ETS USER MANUAL

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INTRODUCTION

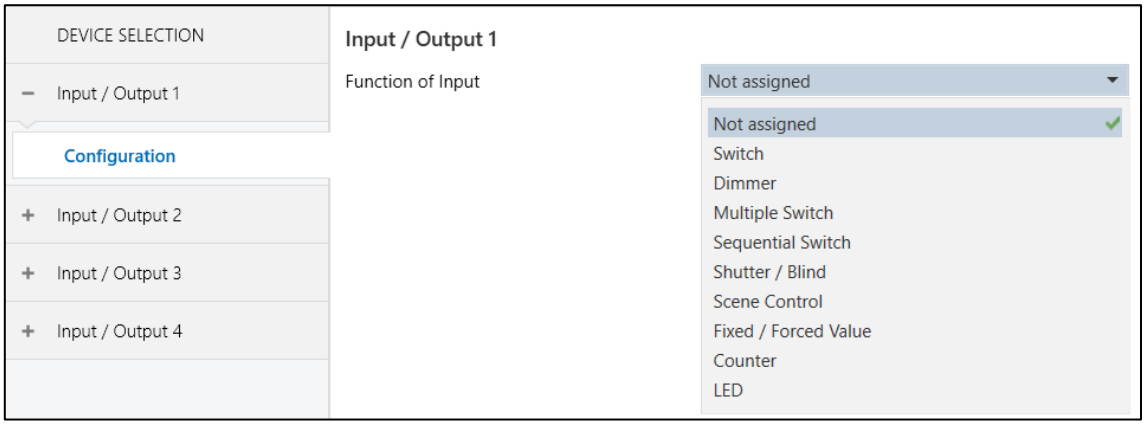
The following User Manual describes the operation and configuration of the analog or binary inputs found on various DINUY sensors and actuators.

As this is a generic manual, you may encounter functions or objects that are not available on your specific device.

CONFIGURATION

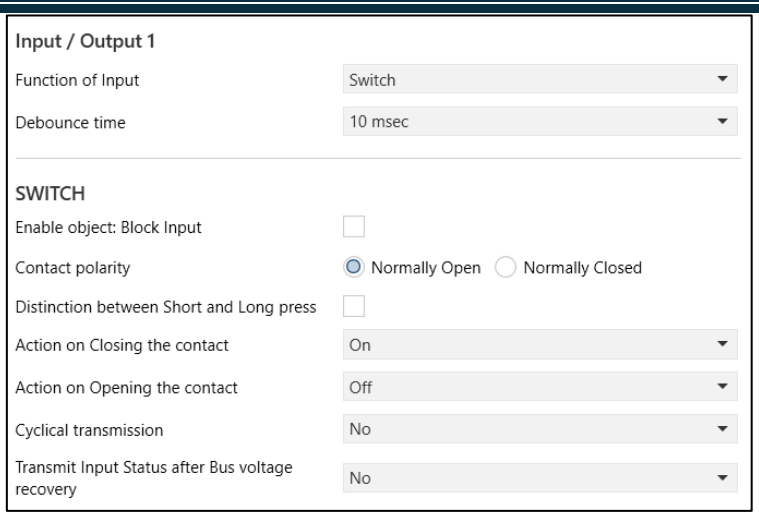
Main Settings

- Each of the input channels has the following parameters available:
  - **Function of Input:** defines the functionality of the input channel.
  - **Debounce time:** sets how long contact bouncing is filtered, from 10 to 160 ms. For example, selecting 50 ms ignores rapid changes during that interval to prevent false presses.

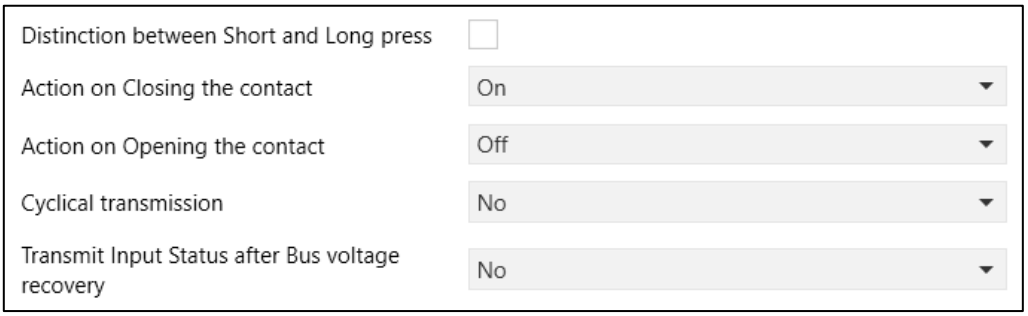


Parameters of the Switch function

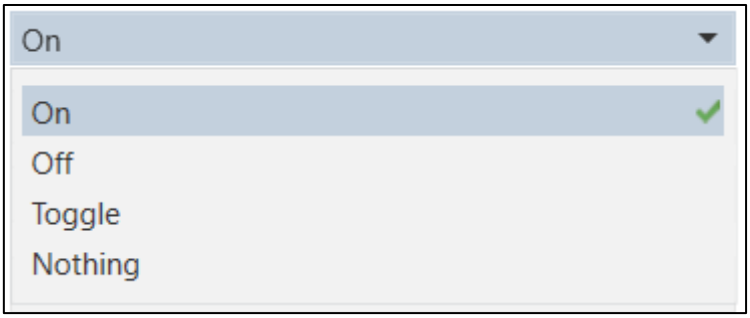
- This function enables the connection of push buttons, switches, or motion detectors, or any device with a voltage-free contact (flood sensor, door/window contact...), and the transmission of the corresponding telegrams to the bus.
- This function allows switching of the associated actuators via the object "**[InX] Switch**":



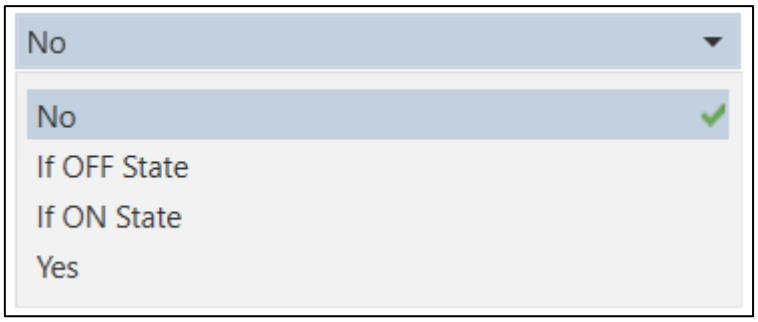
- **Enable object: Block Input:** enables the "**[InX] Block Input**" object, which allows the input to be blocked. Receiving "**1**" blocks the input: new contact actions are ignored and the corresponding telegrams are not sent. Receiving "**0**" unblocks it. Transmission after unblocking can be configured to send nothing, always send the current state, or send it only if it changed while the input was blocked.
- **Contact polarity:** Selects whether the input contact is "**Normally Open**" or "**Normally Closed**".
- **Distinction between Short and Long press:** allows for distinguishing between a short press and a long press. This enables the execution of two different actions based on the duration of the press.
  - If "**Distinction between Short and Long press**" is **NOT** selected, the following parameters will be available:



  - **Action on Closing the contact:** allows you to select the action to be taken when the contact closes.



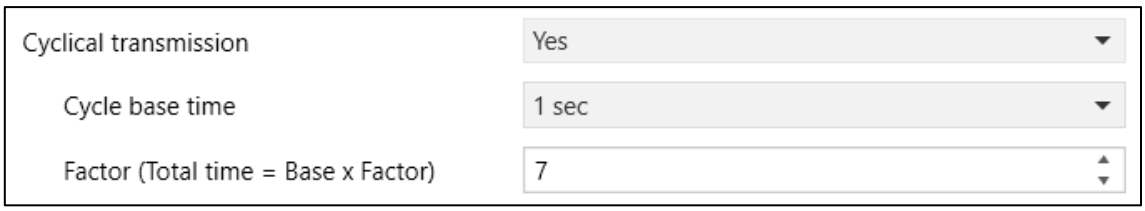
- **Action on Opening the contact:** it allows you to select the action to be taken when opening the contact. The selectable options are the same as the actions available when closing the contact.
- **Cyclical transmission:** allows the "**[InX] Switch**" object to be sent cyclically at set time intervals.



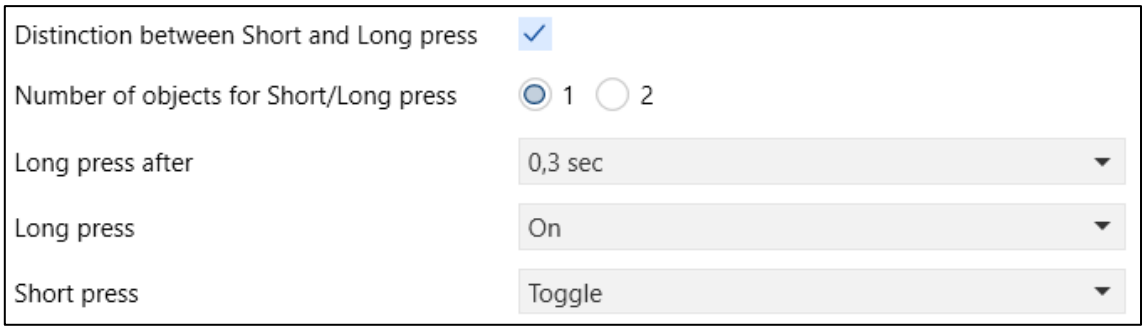
It is possible to select:

- "**No**": it is not sent cyclically.
- "**If OFF State**": it is sent cyclically, at each configured interval, while "**[InX] Switch**" is at "**0**".
- "**If ON State**": it is sent cyclically, at each configured interval, while "**[InX] Switch**" is at "**1**".
- "**Yes**": it is sent cyclically at each configured interval, regardless of whether the value is "**0**" or "**1**".

If any of the last three options is selected, the transmission period must be specified using the "**Cycle base time**" and "**Factor**" parameters. The time interval between transmissions will be the product of the two parameters.



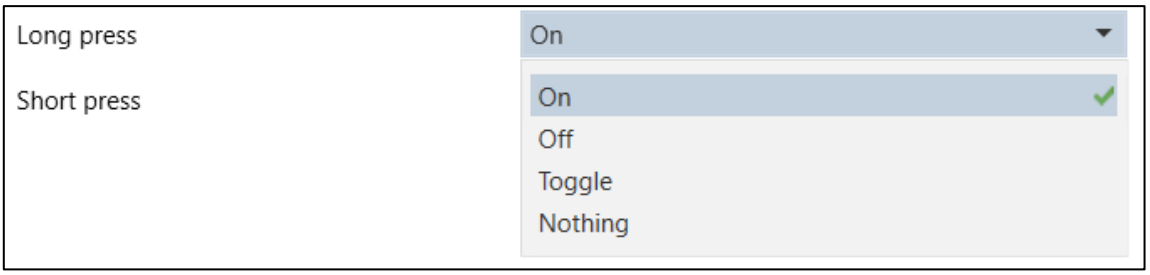
- If "**Distinction between Short and Long press**" **IS** selected:



- **Number of objects for Short/Long press:** determines whether a single object is used for both the short and long actions "**[InX] Switch**" or whether two objects

are used: one for the short action "**[InX] Switch**" and one for the long action "**[InX] Switch Status.**"

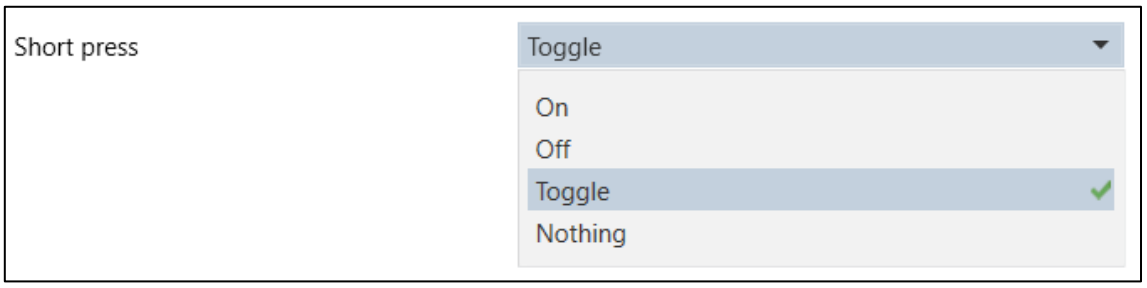
- **Long press after:** defines the time, in seconds, after which the press is detected as a long press. This time can be set between 0.3 and 4 seconds.
- **Long press:** sets the function to be performed after a long press.



It is possible to select:

- "**ON**": Each time a long press is performed, a "**1**" is sent via the "**[InX] Long Switch**" object.
- "**Off**": each time a long press is performed, a "**0**" is sent via the "**[InX] Long Switch**" object.
- "**Toggle**": each time a long press is performed, a "**0**" or a "**1**" is sent via the "**[InX] Long Switch**" object, depending on the previous state. This function enables the "**[InX] Switch Status**" input object, which allows the input to be informed of the corresponding actuator's current state.
- "**Nothing**": no action is performed and no telegrams are **sent.**

- **Short press:** sets the function to be performed after a short press.



The following options can be selected:

- "**On**": each time a short press is performed, a "**1**" is sent via the "**[InX] Switch**" object.
- "**Off**": each time a short action is performed, a «**0**» is sent via the "**[InX] Switch**" object.
- **"Toggle"**: a short action sends the opposite of the actuator's current state through the output object "**[InX] Switch**". This state is received through the input object **"[InX] Switch Status".**
- "**Nothing**": no action is performed and no telegrams are **sent.**

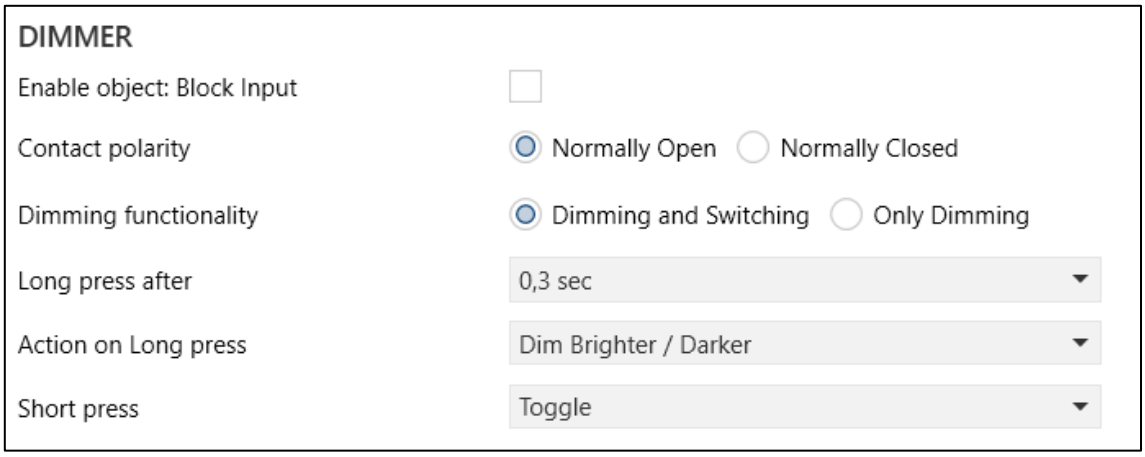
Group Objects of the Switch function

Number	Name	Object Function	Lin	Gr	Length	C	R	W	T	U	Data Type	Priority
1	[In1] Block Input	1 = Block; 0 = Unblock			1 bit	C	-	W	-	-	enable	Low
2	[In1] Switch	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low
3	[In1] Long Switch	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low
4	[In1] Switch Status	1 = On; 0 = Off			1 bit	C	-	W	-	-	switch	Low
5	[In1] Long Switch Status	1 = On; 0 = Off			1 bit	C	-	W	-	-	switch	Low

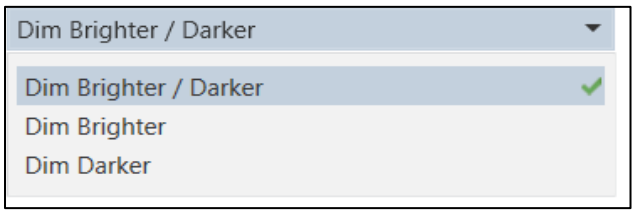
Name	Function	Description
[InX] Block Input	1 = Block; 0 = Unblock	This object allows locking or unlocking the corresponding input: • Object at 1: input blocked. • Object at 0: input unblocked.
[InX] Switch	1 = On; 0 = Off	1 bit ON/OFF output object. If a single object is used for both short and long presses, this will be the common object. If two objects are used, this one will correspond to the short press.
[InX] Long Switch	1 = On; 0 = Off	1 bit ON/OFF output object after a long press.
[InX] Switch Status	1 = On; 0 = Off	Object for reporting the switching status of the associated actuator to the switching input.
[InX] Long Switch Status	1 = On; 0 = Off	Object for reporting the switching status of the associated actuator at the long switching input.

Parameters of the Dimmer function

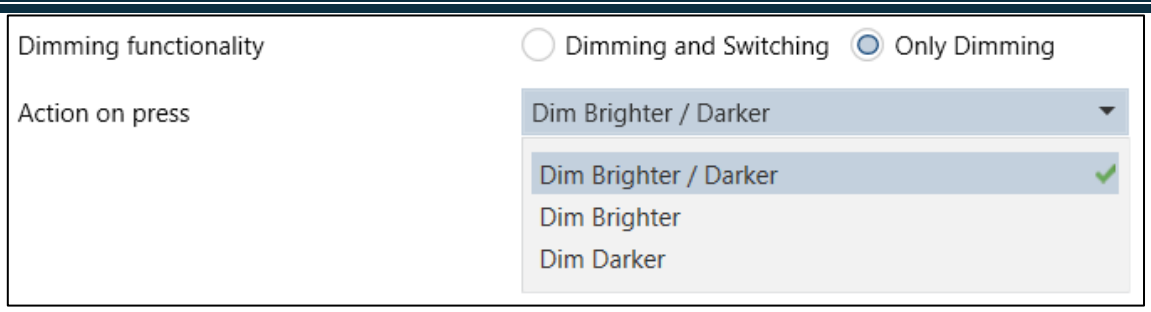
- This function enables the connection of, for example, a push-button and the sending of the corresponding telegrams to the bus.
- This function allows for switching and dimming of the associated actuators via the "**[InX] Switch**" and "**[InX] Dimming Control**" objects:



  - **Contact polarity:** selects whether the input contact is "**Normally Open**" or "**Normally Closed**".
  - **Dimming functionality:** it allows to select whether if it will function solely to regulate lighting using "**Only Dimming**" or to both regulate and switch the lights on and off using "**Dimming and Switching**".
    - In case of selecting "**Dimming and Switching**":



      - **Long press after:** defines the duration the input must remain active to be interpreted as a long press.
      - **Action on Long press:** defines the function to be performed after a long press: "**DIM Brighter / Darker**", "**Dim Brighter**" and "**Dim Darker**".
      - **Short press:** defines the action to be performed with a short press: "**On**", "**Off**", "**Toggle**" or "**Nothing**".
    - In case of selecting "**Only Dimming**":



- **Action on press:** defines the function to be performed after a short or long press.

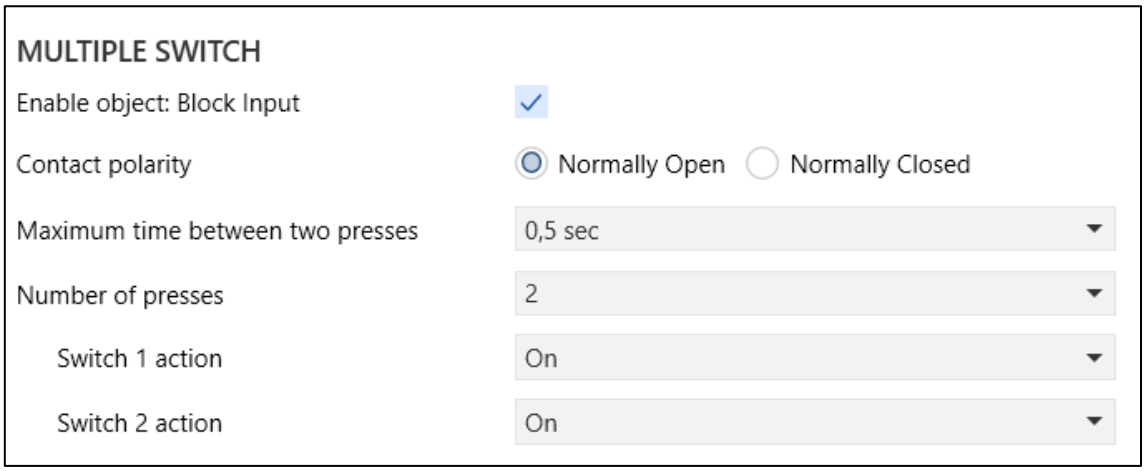
Group objects of the Dimmer function

Number	Name	Object Function	Lir	Gr	Length	C	R	W	T	U	Data Type	Priority
1	[In1] Block Input	1 = Block; 0 = Unblock			1 bit	C	-	W	-	-	enable	Low
2	[In1] Switch	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low
3	[In1] Dimming Control	Dimming control			4 bit	C	-	-	T	-	dimming...	Low
4	[In1] Switch Status	1 = On; 0 = Off			1 bit	C	-	W	-	-	switch	Low

Name	Function	Description
[InX] Block Input	1 = Block; 0 = Unblock	This object allows locking or unlocking the corresponding input: • Object at 1: input blocked. • Object at 0: input unblocked.
[InX] Switch	1 = On; 0 = Off	1 bit ON/OFF output object.
[InX] Dimming Control	Dimming control	4 bit dimming control object, controlled by long operations.
[InX] Switch Status	1 = On; 0 = Off	Object for reporting the switch input regarding the switch status of the associated actuator.

Parameters of the Multiple Switch function

- This function allows an action to be performed after a specific number of presses on the input:



  - **Contact polarity:** selects whether the input contact is "**Normally Open**" or "**Normally Closed**".
  - **Maximum time between two presses:** sets the maximum time, in seconds, between two consecutive presses for them to be interpreted as part of the same sequence. Adjustable between 0.5 and 3 seconds.
  - **Number of presses:** the number of actions making up the sequence. Adjustable between 2 and 4.
  - **Switch 1 action:** action to be performed after 1 press.
  - **Switch 2 action:** action to be performed after 2 presses.
  - **Switch 3 action:** action to be performed after 3 presses.
  - **Switch 4 action:** action to be performed after 4 presses.

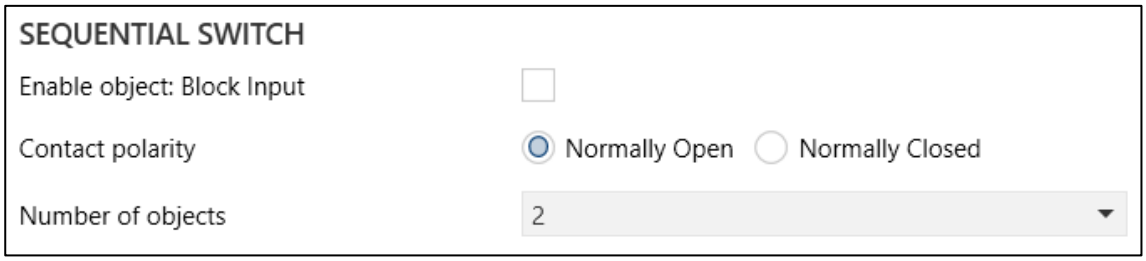
Group objects of the Multiple Switch function

Number	Name	Object Function	Lir	Gr	Length	C	R	W	T	U	Data Type	Priority
1	[In1] Block Input	1 = Block; 0 = Unblock			1 bit	C	-	W	-	-	enable	Low
2	[In1] Switch	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low
3	[In1] Switch 2	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low
4	[In1] Switch 3	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low
5	[In1] Switch 4	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low

Name	Function	Description
[InX] Block Input	1 = Block; 0 = Unblock	This object allows locking or unlocking the corresponding input: • Object at 1: input blocked. • Object at 0: input unblocked.
[InX] Switch	1 = On; 0 = Off	1 bit ON/OFF output object.
[InX] Switch 2	1 = On; 0 = Off	1 bit ON/OFF output object. It will be sent after 2 consecutive presses.
[InX] Switch 3	1 = On; 0 = Off	1 bit ON/OFF output object. It will be sent after 3 consecutive presses.
[InX] Switch 4	1 = On; 0 = Off	1 bit ON/OFF output object. It will be sent after 4 consecutive presses.

Parameters of the Sequential Switch function

- This function allows several objects to be switched sequentially: each press of the input advances one level in the sequence. "**Number of Objects**" sets the number of levels (2 to 5), and "**[InX] Increase / Decrease**" determines the direction: "**0**" to increase and "**1**" to decrease.



  - **Enable object: Block Input:** It allows enabling the "**[InX] Block Input**" object, through which the input can be blocked.
  - **Contact polarity:** select whether the input contact is "**Normally Open**" or "**Normally Closed**".
  - **Number of objects:** defines the maximum number of levels. Adjustable between 2 and 5.

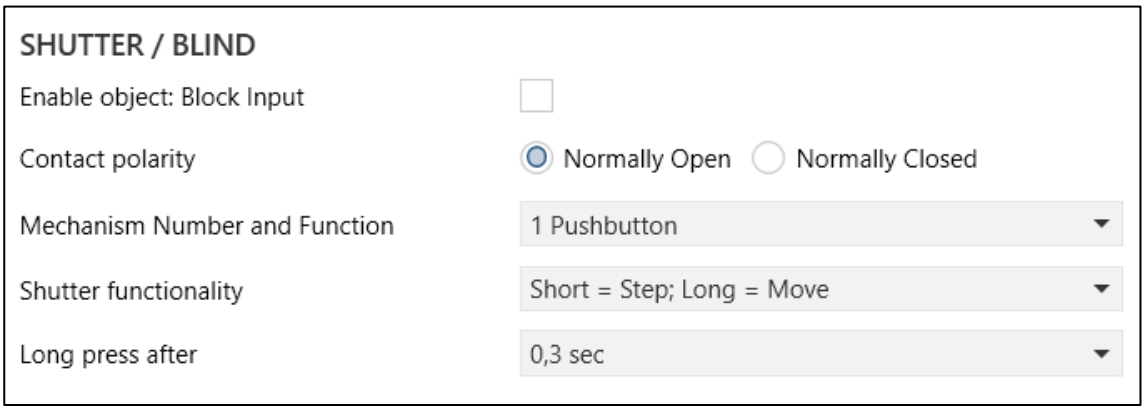
Group objects of the Sequential Switch function

Number	Name	Object Function	Lir	Gr	Length	C	R	W	T	U	Data Type	Priority
1	[In1] Block Input	1 = Block; 0 = Unblock			1 bit	C	-	W	-	-	enable	Low
2	[In1] Switch	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low
3	[In1] Switch 2	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low
4	[In1] Switch 3	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low
5	[In1] Switch 4	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low
6	[In1] Switch 5	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low
7	[In1] Increase / Decrease	0 = Up, 1 = Down			1 bit	C	-	W	-	-	up/down	Low

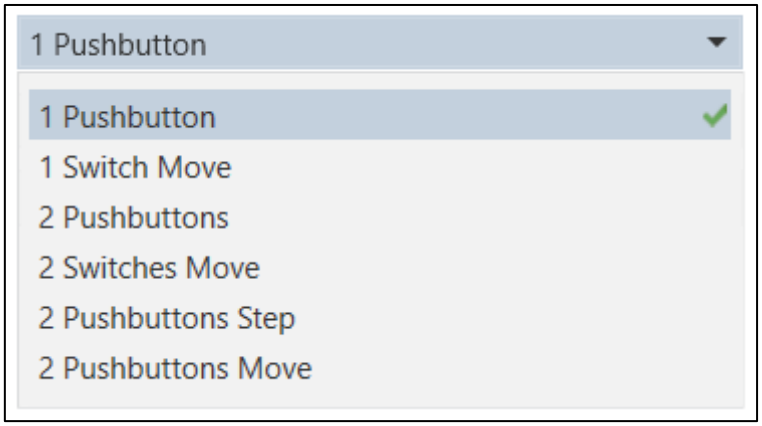
Nombre	Función	Descripción
[InX] Block Input	1 = Block; 0 = Unblock	This object allows locking or unlocking the corresponding input: • Object at 1: input blocked. • Object at 0: input unblocked.
[InX] Switch	1 = On; 0 = Off	1 bit ON/OFF output object for the first action.
[InX] Switch 2	1 = On; 0 = Off	1 bit ON/OFF output object for the second action.
[InX] Switch 3	1 = On; 0 = Off	1 bit ON/OFF output object for the third action.
[InX] Switch 4	1 = On; 0 = Off	1 bit ON/OFF output object for the fourth action.
[InX] Switch 5	1 = On; 0 = Off	1 bit ON/OFF output object for the fifth action.
[InX] Increase / Decrease	0 = Up; 1 = Down	The direction of the actions, from 1 to 5 or from 5 to 1.

Parameters of the Shutter / Blind function

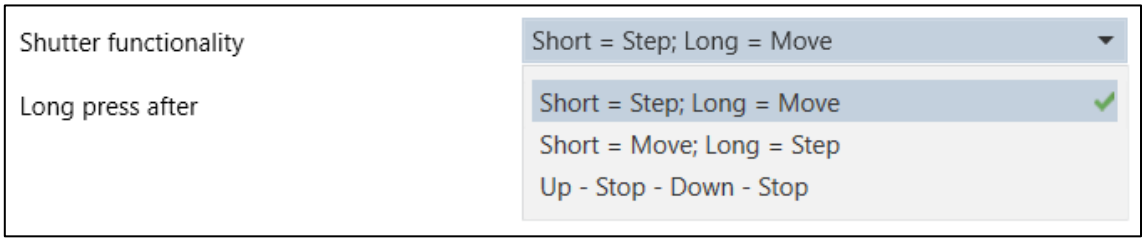
- This function allows for the control of an awning or roller blind:



  - **Enable object: Block Input:** It allows enabling the "**[InX] Block Input**" object, through which the input can be blocked.
  - **Contact polarity:** selects whether the input contact is "**Normally Open**" or "**Normally Closed**".
  - **Mechanism Number and Function:** determines the type of mechanism connected to the input: pushbutton or switch, single or double.

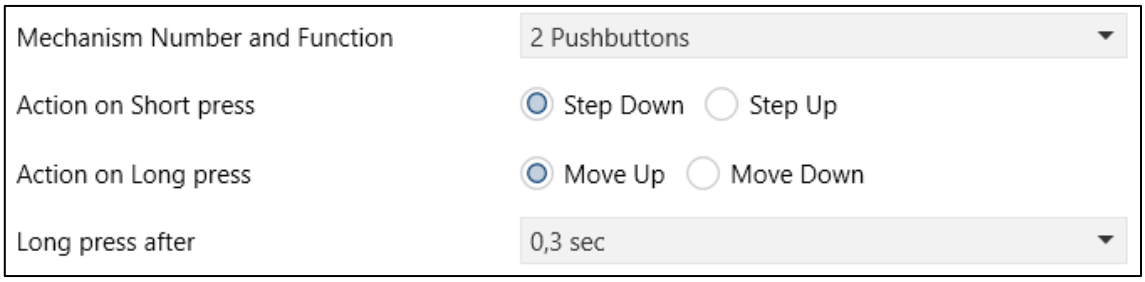


    - **Working as "1 Pushbutton"**: sends movement or step/stop commands based on the duration of the press. This function is useful when you want to control a blind using a single pushbutton.

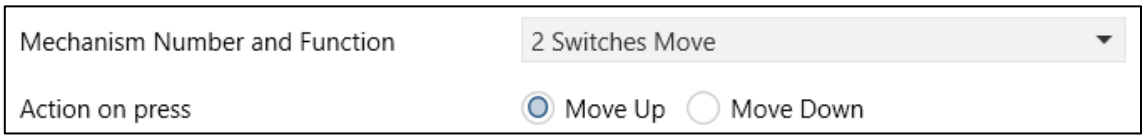


    - **Working as "1 Switch move":** sends move up or move down commands, rather than step by step commands. This function is useful when you want to control a blind using a single switch.

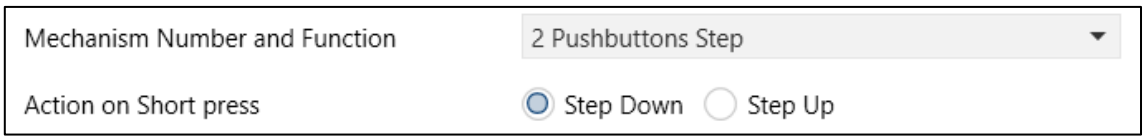
- **Working as "2 Pushbuttons":** it sends movement or step commands, depending on the duration of the press. This function is useful when you want to control a blind using two separate pushbuttons, one to raise it and another one to lower it.



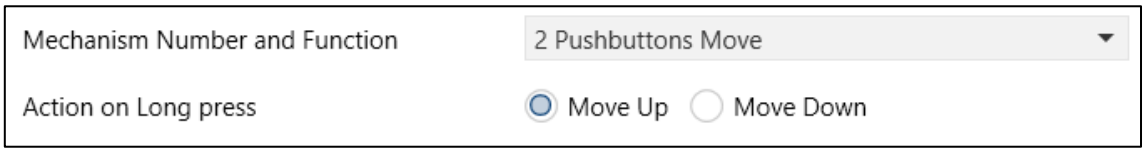
- **Working as "2 Switches move":** sends move commands for raising or lowering. This function is useful when you want to control a blind or shutter from two separate switches, one for raising and one for lowering.



- **Working as "2 Pushbuttons Step":** sends step by step commands for raising or lowering. This function is useful when you want to control a blind using two separate pushbuttons, one for incremental raising and the other for incremental lowering.



- **Working as "2 Pushbuttons Move":** sends move commands for raising or lowering. This function is useful when you want to control a blind using two separate pushbuttons, one to raise it and another to lower it.



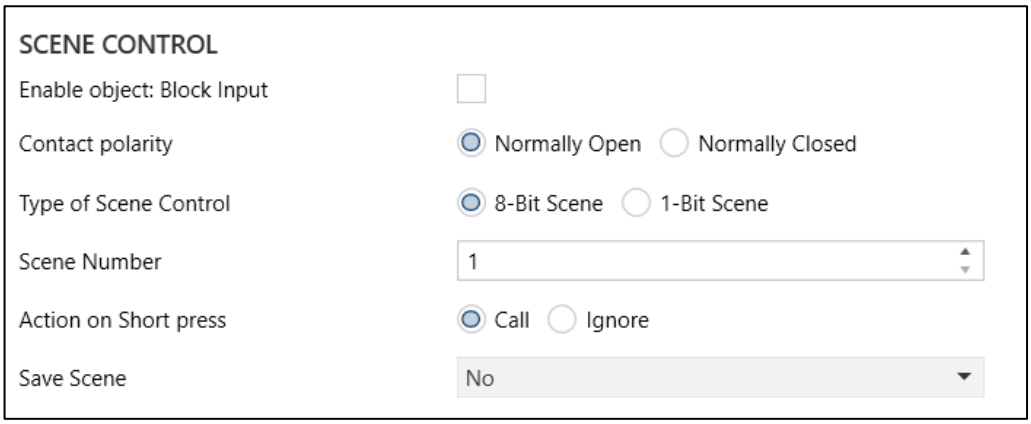
Group objects of the Shutter / Blind function

Number	Name	Object Function	Lir	Gr	Length	C	R	W	T	U	Data Type	Priority
1	[In1] Block Input	1 = Block; 0 = Unblock			1 bit	C	-	W	-	-	enable	Low
2	[In1] Stop / Step	0 = Step Up, 1 = Step...			1 bit	C	-	-	T	-	step	Low
3	[In1] Move	0 = Up, 1 = Down			1 bit	C	-	-	T	-	up/down	Low

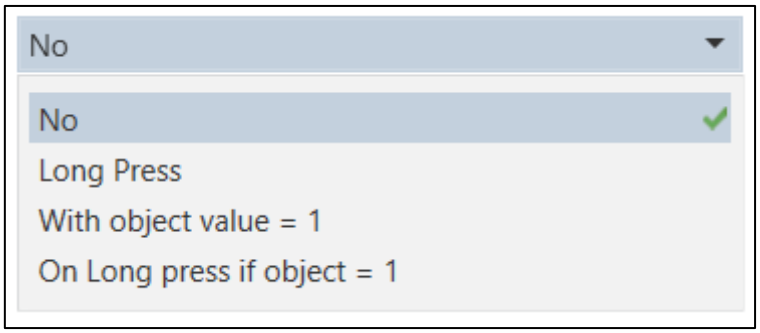
Name	Function	Description
[InX] Block Input	1 = Block; 0 = Unblock	This object allows locking or unlocking the corresponding input: • Object at 1: input blocked. • Object at 0: input unblocked.
[InX] Stop / Step	0 = Step Up, 1 = Step Down	Step controlling object.
[InX] Move	0 = Up ; 1 = Down	Movement object.

Parameters of the Scene Control function

- This function allows to manage the Scene:



  - **Enable object: Block Input:** It allows enabling the "**[InX] Block Input**" object, through which the input can be blocked.
  - **Contact polarity:** selects whether the input contact is "**Normally Open**" or "**Normally Closed**".
  - **Type of Scene Control:** sets the type for the scene control. It can be settled as "**[InX] 1 Bit Scene**" or as"**[InX] 8 Bit Scene**".
  - **Scene Number:** assigns the scene number to be transmitted. With an 8 bit object, a scene from 1 to 64 can be selected. With a 1 bit object, scene 1 (telegram "**0**") or scene 2 (telegram "**1**") can be selected.
  - **Action on Short Press:** allows a specific function to be assigned to a short press: recalling a scene or ignoring the action.
  - **Save Scene:** defines the action to be performed in order to save a scene so that it can be recalled later.



    - **No:** it is not possible to save a scene.
    - **Long press:** the scene is saved by performing a long press.
    - **Via object value 1:** the scene is saved by setting the object "**[InX] Save Scene**" to "**1**".
    - **On Long press if object = 1:** the scene is saved on long press if the object "**[InX] Save Scene**" is set to "**1**".

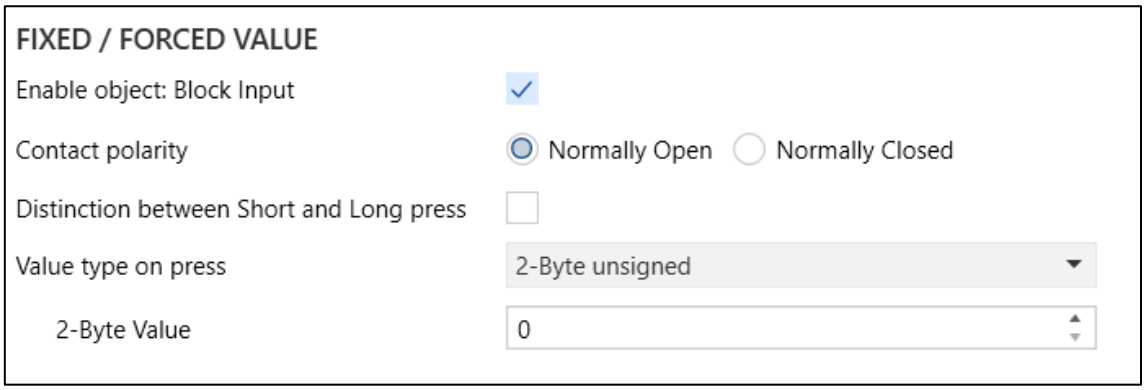
Group objects of the Scene Control function

Number	Name	Object Function	Lir	Gr	Length	C	R	W	T	U	Data Type	Priority
1	[In1] Block Input	1 = Block; 0 = Unblock			1 bit	C	-	W	-	-	enable	Low
2	[In1] 8-Bit Scene	Scene Control			1 byte	C	-	-	T	-	scene con...	Low
3	[In1] Save Scene	0 = No action, 1 = Sav...			1 bit	C	-	W	-	-	enable	Low

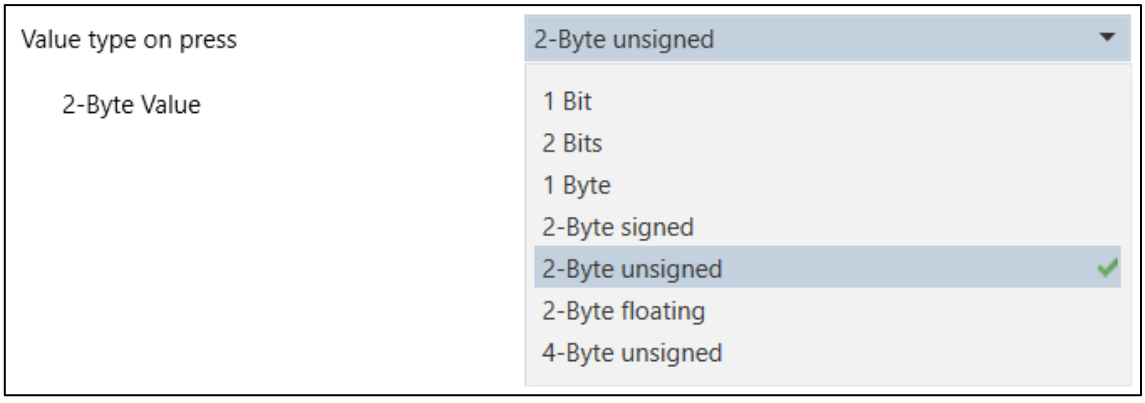
Name	Function	Description
[InX] Block Input	1 = Block; 0 = Unblock	This object allows locking or unlocking the corresponding input: • Object at 1: input blocked. • Object at 0: input unblocked.
[InX] 8 Bit Scene	Scene Control	8 bit scene send object.
[InX] 1 Bit Scene	Scene Control	1 bit scene send object.
[InX] Save Scene	0 = No action ; 1 = Save scene	1 bit object for saving 1 scene

Fixed / Forced Value function parameters

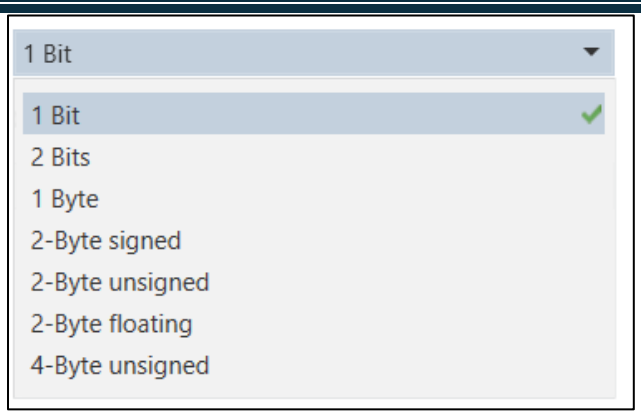
- This selection enables the "**Fixed / Forced Value**":



  - **Enable object: Block Input:** It allows enabling the "**[InX] Block Input**" object, through which the input can be blocked.
  - **Contact polarity:** selects whether the input contact is "**Normally Open**" or "**Normally Closed**".
  - **Distinction between Short and Long press:** allows for a distinction to be made between a short press and a long press. If this distinction is enabled, two different actions can be performed depending on the duration of the press. To achieve this, 2 separate objects will be available.
  - **Value type on press:** determines the type of value that will be sent via the "**[InX] [value type] value on press**" object:



  - **Value type on Long press:** determines the type of value that will be sent via the object "**[InX] [value type] on Long press**".



- **Long press duration:** sets the minimum duration, in seconds, for which an input must be activated to be considered a long press action.

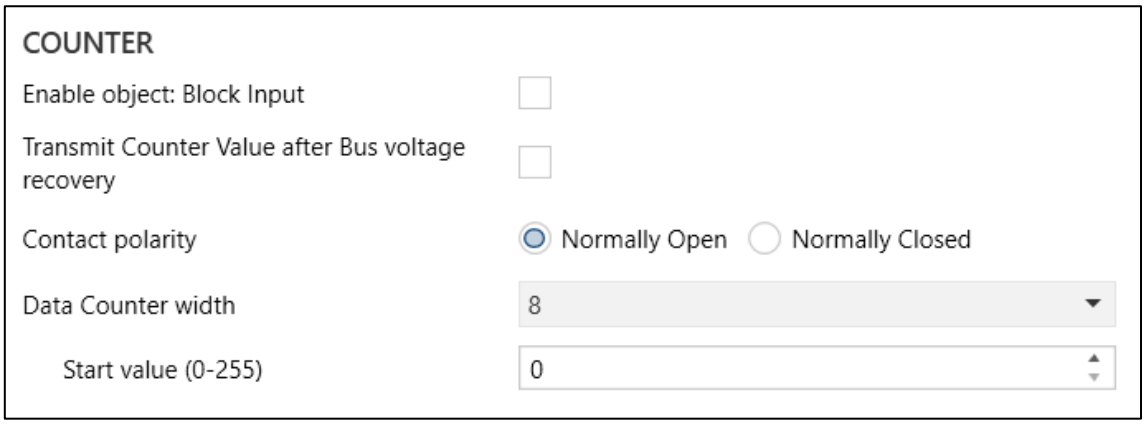
Group objects of the Fixed / Forced Value function

Number	Name	Object Function	Lir	Gr	Length	C	R	W	T	U	Data Type	Priority
1	[In1] Block Input	1 = Block; 0 = Unblock			1 bit	C	-	W	-	-	enable	Low
2	[In1] 1-Bit value on press	Bit value			1 bit	C	-	-	T	-	switch	Low
3	[In1] 1-Bit value on Long press	Bit value			1 bit	C	-	-	T	-	switch	Low

Name	Function	Description
[InX] Block Input	1 = Block; 0 = Unblock	This object allows locking or unlocking the corresponding input: • Object at 1: input blocked. • Object at 0: input unblocked.
[InX] [value type] on press	Bit value	Object for sending a specific value after a short press.
[InX] [value type] on Long press	Bit value	Object for sending a specific value after a long press.

Parameters of the Counter function

- This function allows to count the number of taken actions at the corresponding input:



  - **Enable object: Block Input:** It allows enabling the "**[InX] Block Input**" object, through which the input can be blocked.
  - **Transmit Counter Value after Bus voltage recovery:** enables the transmission of the current counter value once the bus voltage is restored.
  - **Contact polarity:** selects whether the input contact is "**Normally Open**" or "**Normally Closed**".
  - **Data Counter width:** selects the bit width of the counter: 8, 16 or 32 bits.
  - **Start value (0-255):** sets the initial value of the counter.

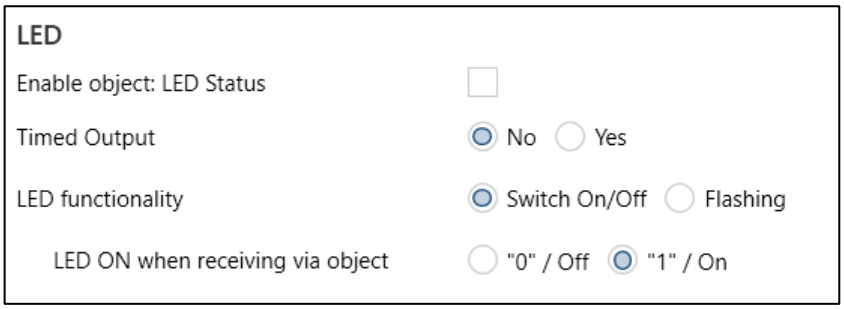
Group objects of the Counter function

Number	Name	Object Function	Lir	Gr	Length	C	R	W	T	U	Data Type	Priority
2	[In1] Counter direction	0 = Up, 1 = Down			1 bit	C	-	W	-	-	up/down	Low
3	[In1] Reset Counter	0 = No action, 1 = Reset			1 bit	C	-	W	-	-	reset	Low
4	[In1] Request Counter	1 = Trigger			1 bit	C	-	W	-	-	trigger	Low
5	[In1] 8-Bit Counter	Counter (0-255)			1 byte	C	-	-	T	-	counter p...	Low

Name	Function	Description
[InX] Block Input	1 = Block; 0 = Unblock	This object allows locking or unlocking the corresponding input: • Object at 1: input blocked. • Object at 0: input unblocked.
[InX] Counter direction	0 = Up; 1 = Down	Object that allows to establish the path of the counter. It can be set as ascending or descending.
[InX] Reset Counter	0 = No action; 1 = Reset	Object that allows resetting the counter.
[InX] Request Counter	1 = Trigger	Requests the actual value of the counter.
[InX] [value type] Counter	Counter (0-255)	Value of the counter.

Parameters of the LED function

- This function allows to establish the adjustments of the LED.



  - **Enable object: LED Status:** enables the "**[InX] LED Status**" object, which transmits the LED state: "**1**" for ON and "**0**" for OFF.
  - **Timed Output:** allows for a timer to be enabled on the output. The set duration is the product of the "**ON base time**" and "**Factor (Total time = Base x Factor)**" parameters .



  - **LED functionality:** allows you to set the LED behavior to on/off or flashing.
  - **LED ON when receiving via object:** select the polarity for turning on the LED, choose "**"0" / Off"** to turn it on when the value is 0 and "**"1" / On**" to turn it on when the value is at 1.

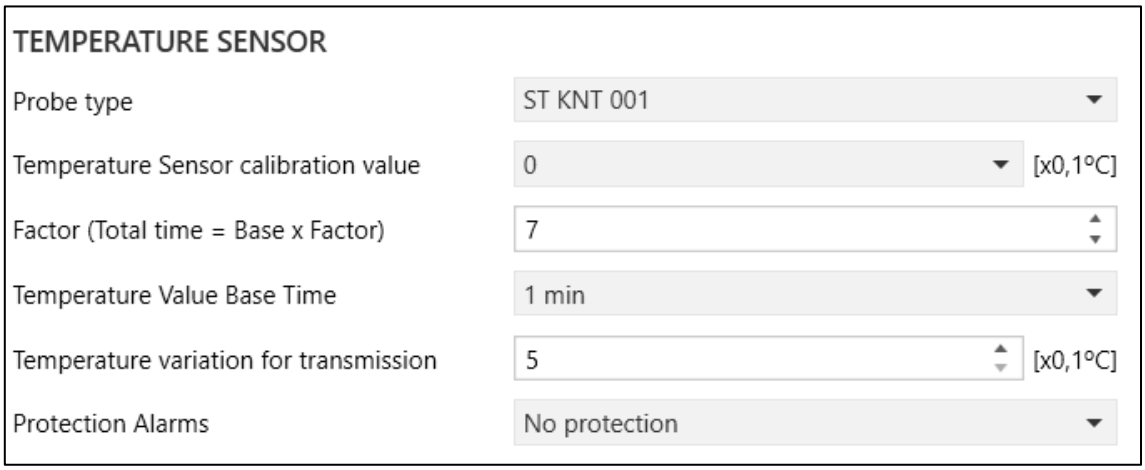
Group objects of the LED function

Number	Name	Object Function	Lin	Gr	Length	C	R	W	T	U	Data Type	Priority
1	[In1] LED Permanent ON	1 = On; 0 = Off			1 bit	C	-	W	-	-	switch	Low
2	[In1] LED Switch On/Off	1 = On; 0 = Off			1 bit	C	-	W	-	-	switch	Low
3	[In1] LED Status	1 = On; 0 = Off			1 bit	C	-	-	T	-	switch	Low

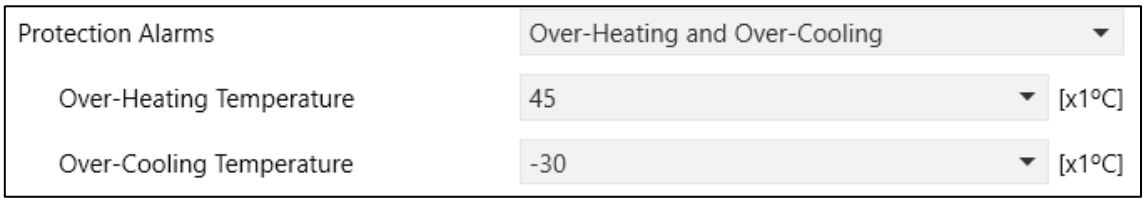
Name	Function	Description
[InX] LED Permanent ON	1 = On ; 0 = Off	This object activates the "**permanently on**" state.
[InX] LED Switch On/Off	1 = On ; 0 = Off	This object activates or deactivates the LED according to the configured polarity. If "**ON / Flashing when object value = 1**" is selected, "**1**" activates steady lighting or flashing and "**0**" deactivates it; selecting the option for value "**0**" reverses this behaviour.
[InX] LED Status	1 = On ; 0 = Off	This object transmits the current state of the LED.

Parameters of the Temperature Sensor function

- This function configures the input to connect a temperature probe and transmit the measured value to the bus:

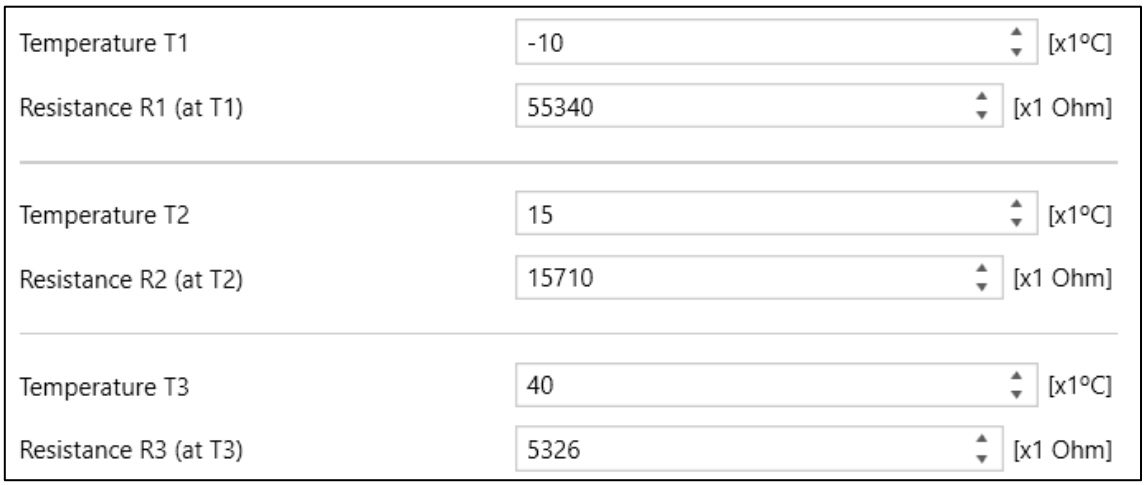


  - **Probe type:** the input can be connected to an external DINUY temperature probe (ST KNT 001 or ST KNT 002). It is also possible to configure a custom temperature probe.
  - **Temperature Sensor calibration value:** allows for the calibration of the temperature probe in event of a deviation.
  - **Factor (Total time = Base x Factor):** a time factor used to set the transmission interval for the temperature value measured by the probe connected to the corresponding input. If set to 0, the temperature value is not transmitted periodically.
  - **Temperature Value Base Time:** a time base used to set the transmission interval for the temperature value measured by the probe connected to the corresponding input.
  - **Temperature variation for transmission:** the change in temperature required to trigger a transmission. If set to 0, transmission on temperature change is disabled. Periodic transmission is configured independently using the time base and factor.
  - **Protection Alarms:** allows for the enabling of alarm objects for overheating or overcooling. Once the desired alarms are selected, it is necessary to define their activation temperature and whether a hysteresis value is required.



  - **Over-Heating Temperature:** this is the temperature threshold which, once exceeded, will be detected by the system as overheating, triggering the protection alarm.
  - **Over-Cooling Temperature:** the temperature threshold below which the system detects an overcooling condition and triggers a protection alarm.
  - **Hysteresis:** a value, expressed in tenths of a °C, that defines the hysteresis margin in relation to the overheating and overcooling temperatures.

- If "**Customized NTC**" is selected for the "**Sensor type**" parameter, a new drop down menu will appear within the input configuration section. Selecting this option reveals the parameters required to configure the sensor:



This sensor is configured using a temperature curve, defined by 3 points on a temperature polynomial. The further apart these points are from one another, the greater the calibration accuracy across the entire range.

- **Temperature T[X]:** the temperature, in °C, for each of the 3 points [X] used to establish the temperature polynomial curve.
- **Resistance R[X] (at T[x]):** The resistance of the equivalent thermal circuit at each of the three points [X].

Group objects of the Temperature Sensor parameter

Number	Name	Object Function	Lir	Gr	Length	C	R	W	T	U	Data Type	Priority
1	[In1] Disable Temperature functio...	1 = Block; 0 = Unblock			1 bit	C	-	W	-	-	switch	Low
2	[In1] Temperature Output	Temperature Value			2 bytes	C	-	-	T	-	temperatu...	Low
3	[In1] Over-Heating Output	1 = Over-Heating; 0 =...			1 bit	C	-	-	T	-	alarm	Low
4	[In1] Over-Cooling Output	1 = Over-Cooling; 0 =...			1 bit	C	-	-	T	-	alarm	Low

Name	Function	Description
[InX] Disable Temperature functionality	1 = Block ; 0 = Unblock	Allows enabling or disabling the temperature functionality.
[InX] Temperature Output	Temperature Value	2-byte output object containing the measured temperature value.
[InX] Over-Heating Output	1 = Over-Heating; 0 = No Over-Heating	Alarm object for high temperature.
[InX] Over-Cooling Output	1 = Over-Cooling; 0 = No Over-Cooling	Alarm object for excessively low (negative) temperature.