

5006L TOUCH SCREEN PANEL

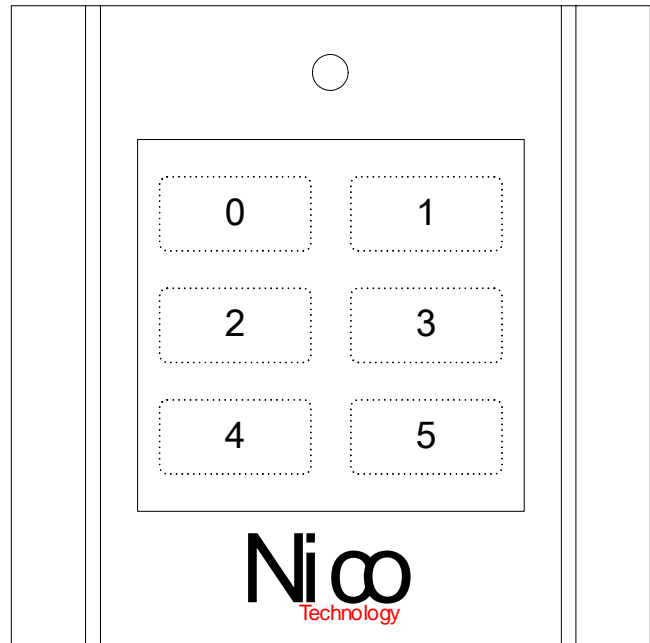
Six key touch screen panel

1. Introduction

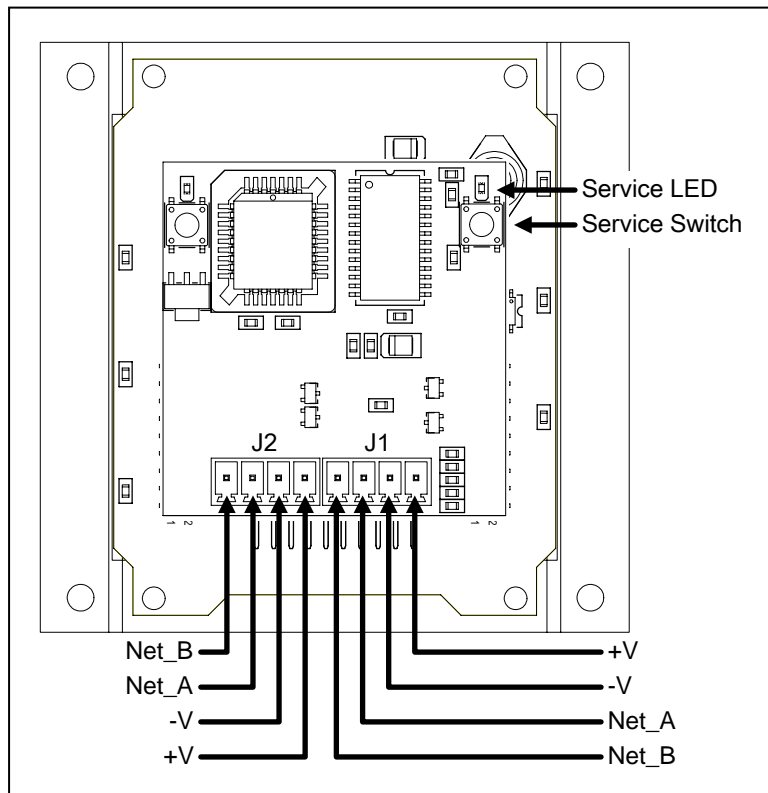
5006L provide 6 keys touch screen area, the sequence from 0 to 5. Each key can standalone working and also can work together.

Usually, 5006L can application on Switch On/Off or lighting Dimming. Just need setting configure properties in 5006L.

Every touch is button has a backlight LED indicator. When 5006L install in the no light environment, user still can see it and to operator it. Each indicator can separate 16 section of indicator brightness level. The indicator of brightness also can setting thru configure properties.



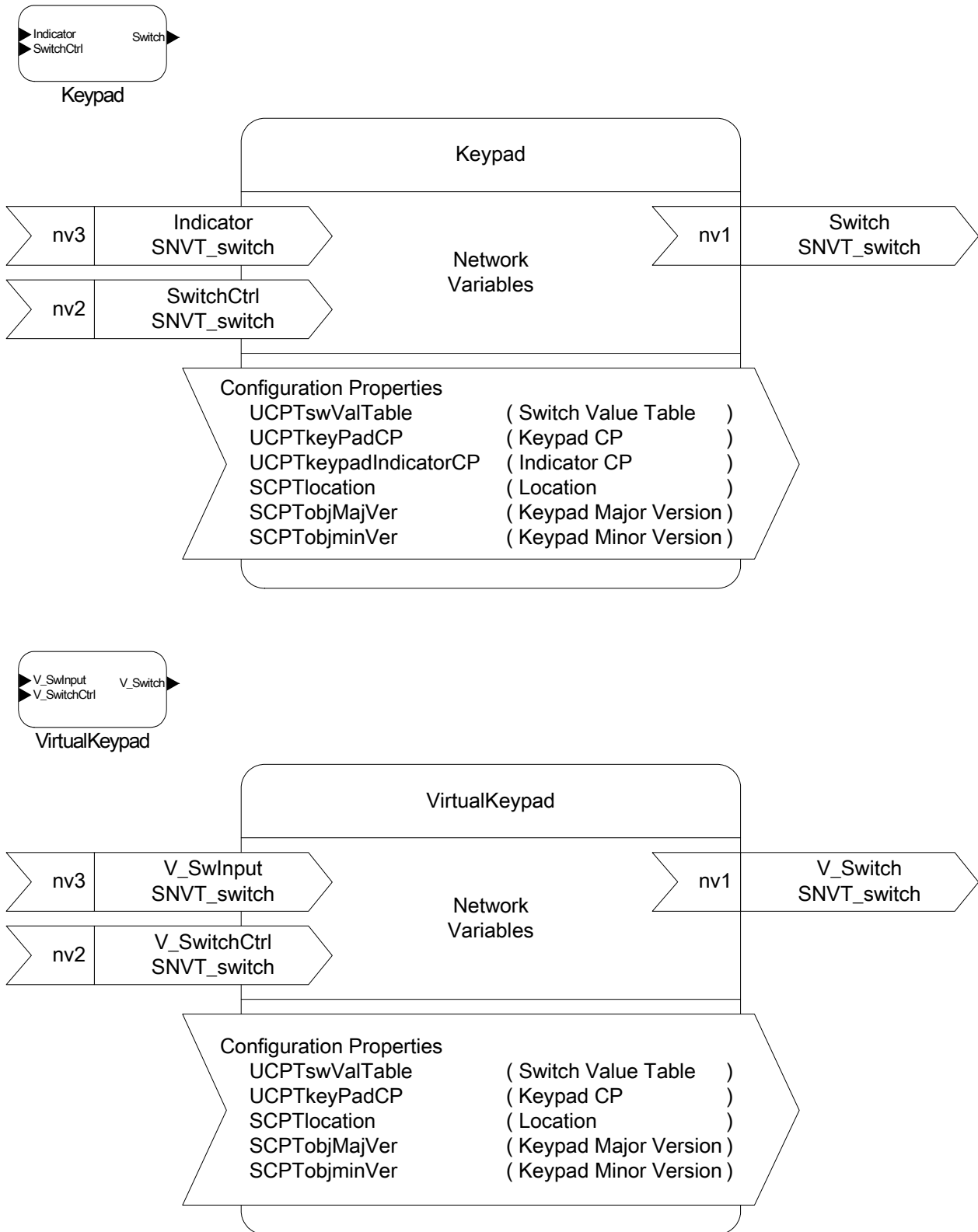
Back view of 5006L.



Specifications:

Model	5005L
Processor	Echelon FT-3150 Neuron Chip 10Mhz
Transceiver	Echelon FT-X1 Smart Transceiver
Control Keys	Six Keys Programmable Function Key
Backlight	Blue LED Panel
Power Supply	12 ~ 24VDC
Temperature	-10 ~ 85
Humidity	10 to 90%RH@50
Certification	CE Mark
Connector	8A Interlocking and Plug-in connector
Dimension	W66m * H 133mm * D13.7mm

2. Function block



Keypad function block and VirtualKeypad function block are showing above.

2.1. Network Variable:

```
typedef struct {
    unsigned    value;
    signed      state;
} SNVT_switch;
```

All of the network variable's type are SNVT_switch type. SNVT_switch definition show on the right.

value: 0% ~ 100% (0x00 ~ 0xC8) ,

state: enable / disable or ON / OFF (0x01 / 0x00).

2.1.1. Switch(V_Switch):

Response for button of push/release status and feedback from SwitchCtrl input.

2.1.2. SwitchCtrl(V_SwitchCtrl):

To regulate Switch(V_Switch) output, that is for Switch(V_Switch) output effect not only represent a push/release effect. It's can improve key pad's functional.

Keypad(VirtualKeypad) only process SwitchCtrl/V_SwitchCtrl) value, it's does not process SNVT_Switch's state value.

2.1.3. V_SwInput:

Only VirtualKeypad object contain. Because VirtualKeypad Object does not have physical I/O function. For example, V_SwInput input value is represent a Key of status. If value greater then 0(value >0 [0.5% ~ 100%]) and state=1 (enable), that mean is VirtualKeypad be press. Same as, if value equal zero(value=0[0%]) or state equal zero [disable], that man mean is VirtualKeypad be release.

2.1.4. Indicator:

Indicator nv for adjust to back of keypad's LED indicator. It's process LED indicator's brightness level.

[note] Keypad object only process Indicator's value. It's will does not to process state value.

2.2. Keypad(Virtual Keypad) function block functions:

Here we are have two kind of Keypad(Virtual Keypad) functional behavior:

2.2.1. Normal:

Same as push button switch function. When push the button is represent Active(ON), release the button is represent Inactive(OFF). Through the Configuration Property to assign button key's behavior. It can be push on switch or push off switch function.

2.2.2. Toggle:

Behavior as addition a Latch capability pushbutton switch.

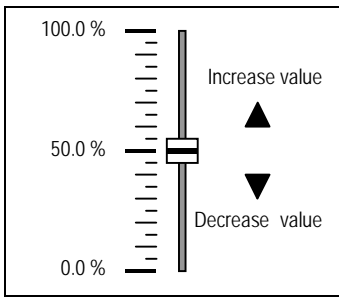
If Keypad (Virtual Keypad) status is Inactive, then push button will be change status to Active.

If Keypad(Virtual Keypad) status not on Inactive, then push button will be change status to Inactive...

When persistent push/release button, when Keypad (Virtual Keypad) between push and release action. Then status will change between in Active and Inactive.

2.2.3. Increase Value / Decrease Value:

Increase value and Decrease value if for adjust value of Switch (V_Switch).



SNVT_Switch: valid value between 0 and 100. As finger shown:

Through the button can use for SwitchCtrl (V_SwitchCtrl) update event. That is for to control Keypad (Virtual Keypad) Switch (V_Switch) value increase or decrease. how many increase or decrease value can setting in Configuration Property...

2.2.4. Switch Value Table:

Method of Table mapping functional (UCPTswValTable).As left figure show: A Keypad (Virtual Keypad) object has a Switch Value Table and a index table. For install and configure purpose, setting value of you want to output effect by Switch (V_Switch) value and state, and pre-assign when reset event occur, index point's position. Keypad (Virtual Keypad) object will follow by index table to find out when should be change Switch (V_Switch) of the value and state.

When button be push/release, SwitchCtrl (V_SwitchCtrl) will receive an update event, in this time, its can change index point's position. For example Increase/Decrease Index or point to a special position.(we call point to a special position is Preset Index).

2.3. Configuration Property

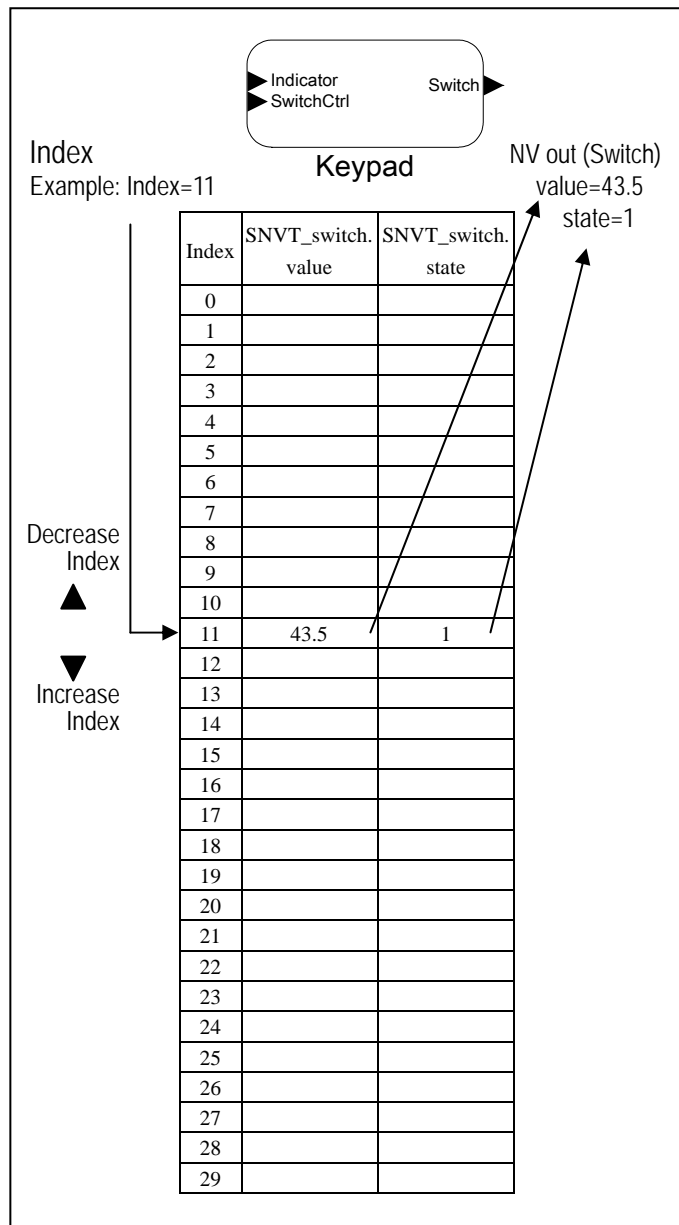
2.3.1. UCPTkeyPadCP:

2.3.1.1.inactiveSw:

Keypad (Virtual Keypad) object's status on **Inactive(OFF)**, Switch(V_Switch) will output setting inside the inactiveSw value.

2.3.1.2. activeSw:

Keypad (Virtual Keypad) object's status on **Active(ON)**, Switch(V_Switch) will output setting value inside the activeSw value.



2.3.1.3.initialSw:

When **Reset** Keypad (Virtual Keypad) object. Switch (V_Switch) will output setting value in side the active value.

2.3.1.4.minSwVal:

Keypad (Virtual Keypad) object do a **Decrease Value** action. Minimal value of Switch (V_Switch).

2.3.1.5.maxSwVal:

Keypad (Virtual Keypad) object do an **Increase Value** action. Maximal value of Switch (V_Switch).

2.3.1.6.decSwVal:

Keypad (Virtual Keypad) object do a **Decrease Value** action. Decrease value of Switch (V_Switch).

2.3.1.7.incSwVal:

Keypad(VirtualKeypad) object do a **Increase Value action**. Increase value of Switch (V_Switch).

2.3.1.8.initValTblIndex:

after reset Keypad(Virtual Keypad) object. Initial the value of Index table.

2.3.1.9.procType:

assign Keypad(Virtual Keypad) object behavior.(Ex. push/release button.) All of the behavior there are 10 types of the behavior as following describe:

2.3.1.9.1. Proc_Normal:

As push button switch. Normally when push down button the status will change to Active (ON), when release button the status will change to Inactive (OFF).

2.3.1.9.2. Proc_InactiveSw:

When push the button status is Inactive (OFF).

2.3.1.9.3. Proc_ActiveSw:

When push the button status is Active (ON).

2.3.1.9.4. Proc_DecValue:

Decrease each time value of Switch (V_Switch).

2.3.1.9.5. Proc_IncValue:

```
typedef struct{
    SNVT_switch    inactiveSw;
    SNVT_switch    activeSw;
    SNVT_switch    initialSw;
    SNVT_lev_count minSwVal;
    SNVT_lev_count maxSwVal;
    SNVT_lev_count decSwVal;
    SNVT_lev_count incSwVal;
    UNSIGNED_SHORT initValTblIndex;
    KeypadProcType procType;
    SNVT_lev_dics   KeyRepeating;

    struct ctrlCMD0{
        SNVT_lev_count limitMin;
        SNVT_lev_count limitMax;
        KeypadCtrlType ctrlType;
    };
    struct ctrlCMD1{
        SNVT_lev_count limitMin;
        SNVT_lev_count limitMax;
        KeypadCtrlType ctrlType;
    };
    struct ctrlCMD2{
        SNVT_lev_count limitMin;
        SNVT_lev_count limitMax;
        KeypadCtrlType ctrlType;
    };
    struct ctrlCMD3{
        SNVT_lev_count limitMin;
        SNVT_lev_count limitMax;
        KeypadCtrlType ctrlType;
    };
    struct ctrlCMD4{
        SNVT_lev_count limitMin;
        SNVT_lev_count limitMax;
        KeypadCtrlType ctrlType;
    };
};
}UCPTkeyPadCP;
```

Increase each time value of Switch (V_Switch).

2.3.1.9.6. Proc_DeclIndex:

Control the each time index pointer decrease (Decrease Index).

2.3.1.9.7. Proc_InclIndex:

Control the each time index pointer increase (Increase Index).

2.3.1.9.8. Proc_Toggle:

When push the button, value of status will change between Active and Inactive.

2.3.1.9.9. Proc_DisableSwCtrl:

When push down the button (V_SwInput NV status is ON). It does ignore the value of V_SwitchCtrl NV. (It's Only for VirtualKeypad object!!)

2.3.1.9.10. Proc_EnableSwCtrl:

When release the button (V_SwInput NV status is OFF). It does ignore the value of V_SwitchCtrl NV. (It's only for VirtualKeypad object!!)

2.3.1.10. KeyRepeating:

Repeat send button key's behavior when button to be push down.

2.3.1.11. ctrlCMD0 ~ ctrlCMD4:

Describe for Keypad (VirtualKeypad) object. When SwitctCtrl(V_SwitchCtrl) NV receive a update event which action should be represent.

Sequence of SwitchCtrl.value are

follow :ctrlCMD0,ctrlCMD1,ctrlCMD2,ctrlCMD3,ctrlCMD4 condition, when condition is true (limitMin <= value <= limitMax) and then will execute the command. (The command execute is assign within ctrlType). Following are all of the ctrlType :

2.3.1.11.1. Ctrl_NOP:

Ignore any change from button.

2.3.1.11.2. Ctrl_InactiveSw:

Value of Keypad (VirtualKeypad) object status is Inactive (OFF).

2.3.1.11.3. Ctrl_ActiveSw:

Value of Keypad (VirtualKeypad) object status Active(ON).

2.3.1.11.4. Ctrl_DecValue:

Do a Decrease value command for Switch (V_Switch).

2.3.1.11.5. Ctrl_IncValue:

Do a Increase value command for Switch (V_Switch).

2.3.1.11.6. Ctrl_DeclIndex:

Control the index pointer to do decrease (Decrease Index).

2.3.1.11.7. Ctrl_InclIndex:

Control the index pointer to do an increase (Increase Index).

2.3.1.11.8. Ctrl_PresetValue:

Assign output value of Switch (V_Switct) NV.

2.3.1.11.9. Ctrl_PresetIndex:

Define the position of index table.

Index = KeypadFB.SwitchCtrl.value - KeypadFB.nciKeypadcp.ctrlCMDn.limitMin

2.3.2. UCPTswValTable:

2.3.2.1. len:

Maxim length of Switch Value Table.

When apply Keypad (VirtualKeypad) object do an Increase index command. This is limit of index table!! It's should be $0 < \text{Index} < \text{len}$.

2.3.2.2. swValue[30]:

Number of Switch Value Table's instance.
The entire maxims are 30.

2.3.3. UCPTkeypadIndicaorCP:

2.3.3.1. indicatorProperty0 ~ indicatorProperty4:

adjust brightness of LED inducator.
Keypad object will follow input value of Indicator NV to represent brightness level.
all of the brightness has different brightness effect.(in fact, there are five of the kind brightness)

When Indicator NV update event occur, Indicator.value will follow with indicatorProperty0,indicatorProperty1,indicatorProperty2,indicatorProperty3,indicatorProperty4 to compare. When condition compare make to true. ($\text{limitMin} \leq \text{value} \leq \text{limitMax}$) and then value of brightness will apply with the value of indicator properties.

2.3.3.1.1. limitMin:

Describe Maxim of value. (0.0% ~ 100.0%)

2.3.3.1.2. limitMax:

Describe minimal of value. (0.0% ~ 100.0%)

```
typedef struct{
    UNSIGNED_SHORT len;
    SNVT_switch swValue[30];
}UCPTswValTable;
```

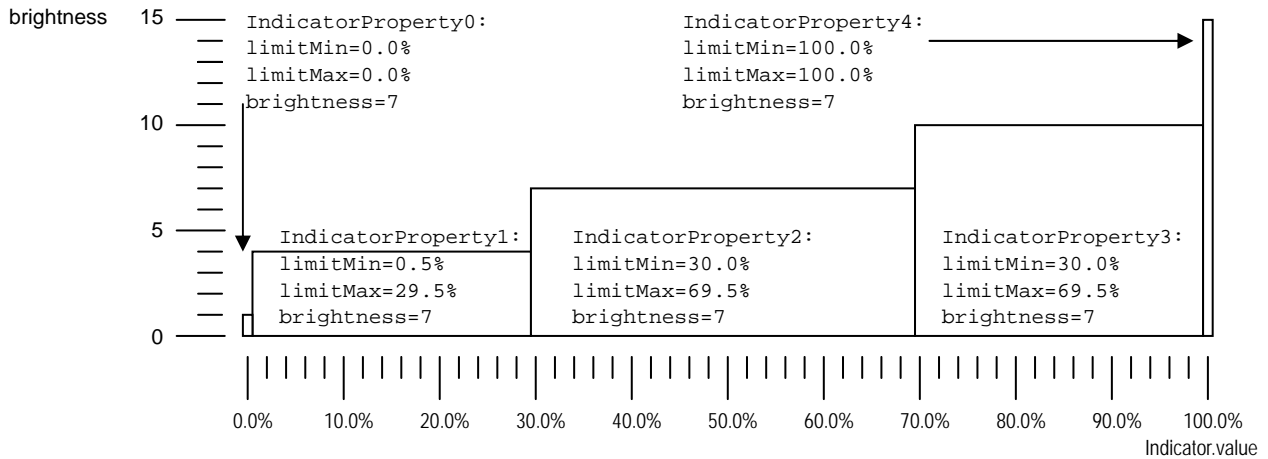
```
typedef struct{
    struct indicatorProperty0{
        SNVT_lev_count limitMin;
        SNVT_lev_count limitMax;
        UNSIGNED_SHORT brightness;
    }
    struct indicatorProperty1{
        SNVT_lev_count limitMin;
        SNVT_lev_count limitMax;
        UNSIGNED_SHORT brightness;
    }
    struct indicatorProperty2{
        SNVT_lev_count limitMin;
        SNVT_lev_count limitMax;
        UNSIGNED_SHORT brightness;
    }
    struct indicatorProperty3{
        SNVT_lev_count limitMin;
        SNVT_lev_count limitMax;
        UNSIGNED_SHORT brightness;
    }
    struct indicatorProperty4{
        SNVT_lev_count limitMin;
        SNVT_lev_count limitMax;
        UNSIGNED_SHORT brightness;
    }
    UNSIGNED_SHORT indicatorProperty5
}UCPTkeypadIndicatorCP;
```

2.3.3.1.3. brightness:

setting the LED indicator's brightness level (0 ~15, 0:off 15:full on)

2.3.3.2.indicatorProperty5:

Describe the LED indicator's brightness level.



2.3.4. SCPTlocation:

For record device install location information.

2.3.5. SCPTobjMajVer:

Represent major version information of Keypad object.

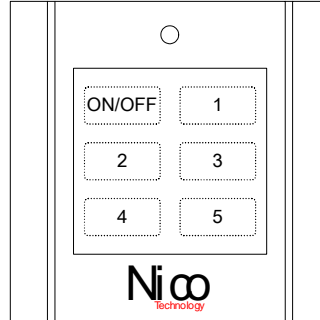
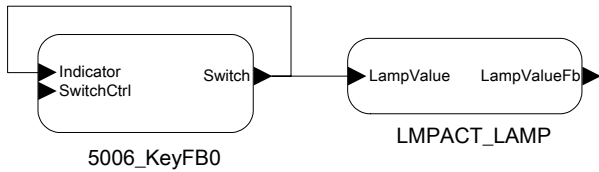
2.3.6. SCPTobjMinVer:

Represent minimal version Information of Keypad object.

3. examples:

3.1. example 1

Single button to control a lamp to do a on and off function



Configuration Property

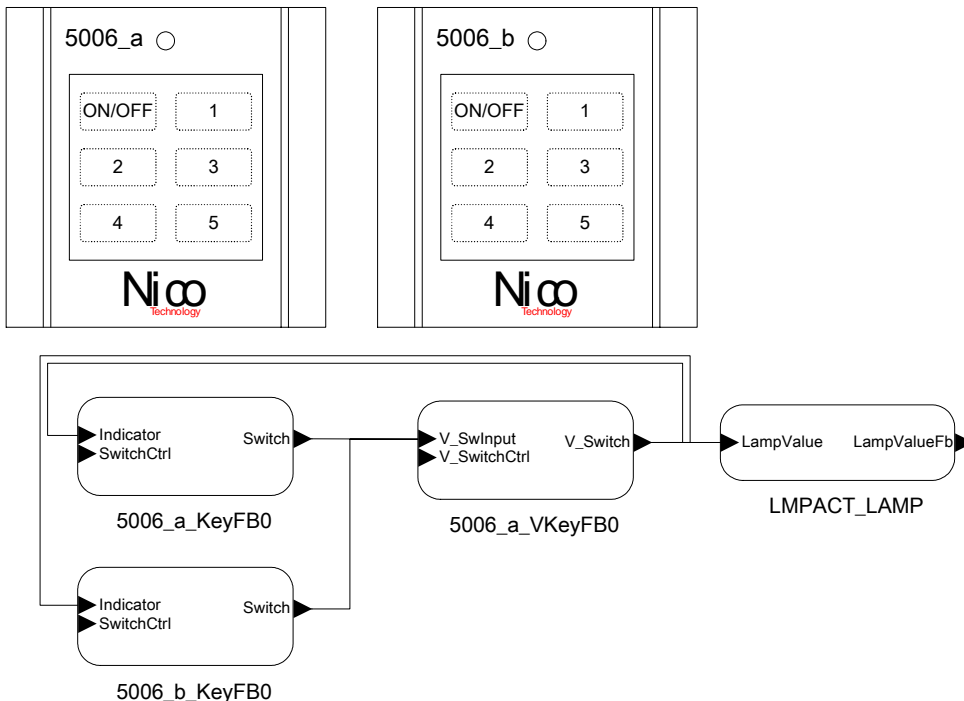
5006_KeyFB0.nciKeypadCP.inactiveSw.value=	0.0%
5006_KeyFB0.nciKeypadCP.inactiveSw.state=	0
5006_KeyFB0.nciKeypadCP.ActiveSw.value=	100.0%
5006_KeyFB0.nciKeypadCP.ActiveSw.state=	1
5006_KeyFB0.nciKeypadCP.procType=	Proc_Toggle
5006_KeyFB0.nciIndicatorCP.indicatorProperty0.limitMin=	0.0
5006_KeyFB0.nciIndicatorCP.indicatorProperty0.limitMax=	0.0
5006_KeyFB0.nciIndicatorCP.indicatorProperty0.brightness=	2
5006_KeyFB0.nciIndicatorCP.indicatorProperty1.limitMin=	0.5
5006_KeyFB0.nciIndicatorCP.indicatorProperty1.limitMax=	100.0
5006_KeyFB0.nciIndicatorCP.indicatorProperty1.brightness=	15

NV binding

5006_KeyFB0.switch	LMPACT_LAMP.LampValue
5006_KeyFB0.switch	5006_KeyFB0.Indicator

3.2. Example 2

Sync two button between two keypad to do a on and off function.



Configuration Property

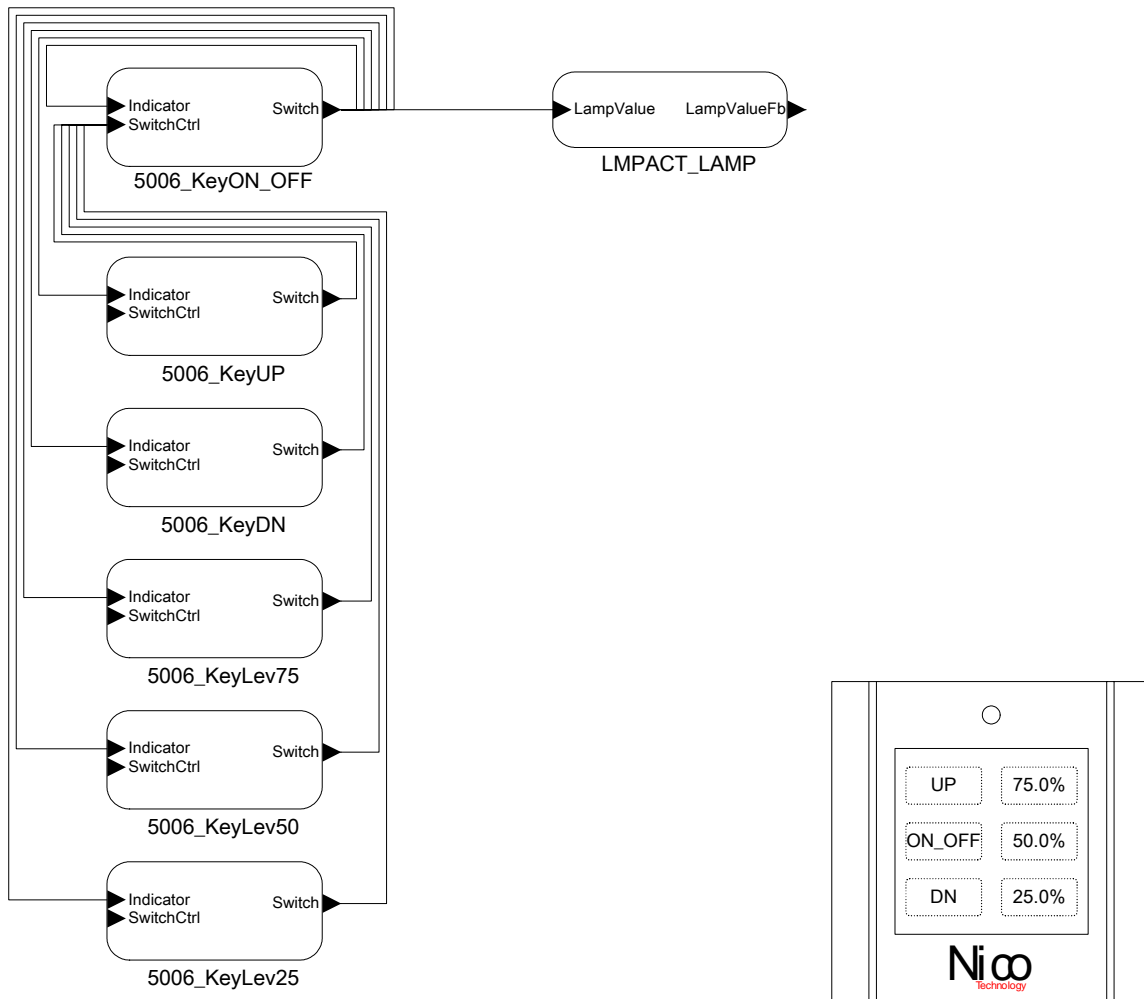
5006_a_VKeyFB0.nciKeypadCP.inactiveSw.value=	0.0%
5006_a_VKeyFB0.nciKeypadCP.inactiveSw.state=	0
5006_a_VKeyFB0.nciKeypadCP.ActiveSw.value=	100.0%
5006_a_VKeyFB0.nciKeypadCP.ActiveSw.state=	1
5006_a_VKeyFB0.nciKeypadCP.proctype=	Proc_Toggle
5006_a_KeyFB0.nciKeypadCP.inactiveSw.value=	0.0%
5006_a_KeyFB0.nciKeypadCP.inactiveSw.state=	0
5006_a_KeyFB0.nciKeypadCP.ActiveSw.value=	100.0%
5006_a_KeyFB0.nciKeypadCP.ActiveSw.state=	1
5006_a_KeyFB0.nciKeypadCP.procType=	Proc_Normal
5006_a_KeyFB0.nciKeypadCP.KeyRepeating=	ST_OFF
5006_a_KeyFB0.nciIndicatorCP.indicatorProperty0.limitMin=	0.0
5006_a_KeyFB0.nciIndicatorCP.indicatorProperty0.limitMax=	0.0
5006_a_KeyFB0.nciIndicatorCP.indicatorProperty0.brightness=	2
5006_a_KeyFB0.nciIndicatorCP.indicatorProperty1.limitMin=	0.5
5006_a_KeyFB0.nciIndicatorCP.indicatorProperty1.limitMax=	100.0
5006_a_KeyFB0.nciIndicatorCP.indicatorProperty1.brightness=	15
5006_b_KeyFB0.nciKeypadCP.inactiveSw.value=	0.0%
5006_b_KeyFB0.nciKeypadCP.inactiveSw.state=	0
5006_b_KeyFB0.nciKeypadCP.ActiveSw.value=	100.0%
5006_b_KeyFB0.nciKeypadCP.ActiveSw.state=	1
5006_b_KeyFB0.nciKeypadCP.procType=	Proc_Normal
5006_a_KeyFB0.nciKeypadCP.KeyRepeating=	ST_OFF
5006_b_KeyFB0.nciIndicatorCP.indicatorProperty0.limitMin=	0.0
5006_b_KeyFB0.nciIndicatorCP.indicatorProperty0.limitMax=	0.0
5006_b_KeyFB0.nciIndicatorCP.indicatorProperty0.brightness=	2
5006_b_KeyFB0.nciIndicatorCP.indicatorProperty1.limitMin=	0.5
5006_b_KeyFB0.nciIndicatorCP.indicatorProperty1.limitMax=	100.0
5006_b_KeyFB0.nciIndicatorCP.indicatorProperty1.brightness=	15

NV binding

5006_a_VKeyFB0.V_Switch	LMPACT_LAMP.LampValue
5006_a_VKeyFB0.V_Switch	5006_a_KeyFB0.Indicator
5006_a_VKeyFB0.V_Switch	5006_b_KeyFB0.Indicator
5006_a_KeyFB0.Switch	5006_a_VkeyFB0.V_SwInput
5006_b_KeyFB0.Switch	5006_a_VkeyFB0.V_SwInput

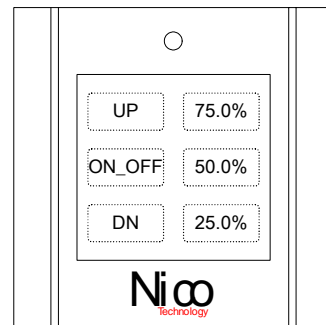
3.3. Example 3

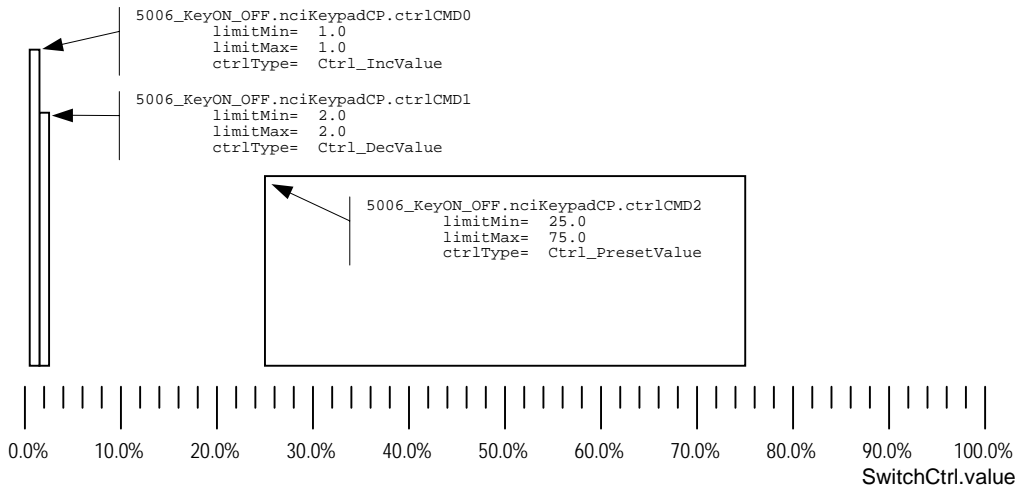
6 button to control a Lamp to do on/off and dimming on/off and function and direct dimming to 75%,50%,25% functions on a key pad..



Configuration Property

5006_KeyON_OFF.nciKeypadCP.inactiveSw.value=	0.0%
5006_KeyON_OFF.nciKeypadCP.inactiveSw.state=	0
5006_KeyON_OFF.nciKeypadCP.ActiveSw.value=	100.0%
5006_KeyON_OFF.nciKeypadCP.ActiveSw.state=	1
5006_KeyON_OFF.nciKeypadCP.minSwVal=	0.0%
5006_KeyON_OFF.nciKeypadCP.maxSwVal=	100.0%
5006_KeyON_OFF.nciKeypadCP.decSwVal=	5.0%
5006_KeyON_OFF.nciKeypadCP.incSwVal=	5.0%
5006_KeyON_OFF.nciKeypadCP.procType=	Proc_Toggle





5006_KeyON_OFF.nciKeypadCP.ctrlCMD0.limitMin= 1.0
5006_KeyON_OFF.nciKeypadCP.ctrlCMD0.limitMax= 1.0
5006_KeyON_OFF.nciKeypadCP.ctrlCMD0.ctrlType= Ctrl_IncValue
5006_KeyON_OFF.nciKeypadCP.ctrlCMD1.limitMin= 2.0
5006_KeyON_OFF.nciKeypadCP.ctrlCMD1.limitMax= 2.0
5006_KeyON_OFF.nciKeypadCP.ctrlCMD1.ctrlType= Ctrl_DecValue
5006_KeyON_OFF.nciKeypadCP.ctrlCMD2.limitMin= 25.0
5006_KeyON_OFF.nciKeypadCP.ctrlCMD2.limitMax= 75.0
5006_KeyON_OFF.nciKeypadCP.ctrlCMD2.ctrlType= Ctrl_PresetValue

5006_KeyUP.nciKeypadCP.ActiveSw.value= 1.0%
5006_KeyUP.nciKeypadCP.ActiveSw.state= 1
5006_KeyUP.nciKeypadCP.procType= Proc_ActiveSw
5006_KeyUP.nciKeypadCP.KeyRepeating= ST_ON

5006_KeyDN.nciKeypadCP.ActiveSw.value= 2.0%
5006_KeyDN.nciKeypadCP.ActiveSw.state= 1
5006_KeyDN.nciKeypadCP.procType= Proc_ActiveSw
5006_KeyDN.nciKeypadCP.KeyRepeating= ST_ON

5006_KeyLev75.nciKeypadCP.ActiveSw.value= 75.0%
5006_KeyLev75.nciKeypadCP.ActiveSw.state= 1
5006_KeyLev75.nciKeypadCP.procType= Proc_ActiveSw
5006_KeyLev75.nciKeypadCP.KeyRepeating= ST_OFF

5006_KeyLev50.nciKeypadCP.ActiveSw.value= 50.0%
5006_KeyLev50.nciKeypadCP.ActiveSw.state= 1
5006_KeyLev50.nciKeypadCP.procType= Proc_ActiveSw
5006_KeyLev50.nciKeypadCP.KeyRepeating= ST_OFF

5006_KeyLev25.nciKeypadCP.ActiveSw.value= 25.0%
5006_KeyLev25.nciKeypadCP.ActiveSw.state= 1
5006_KeyLev25.nciKeypadCP.procType= Proc_ActiveSw
5006_KeyLev25.nciKeypadCP.KeyRepeating= ST_OFF

5006_KeyON_OFF.nciIndicatorCP.indicatorProperty0.limitMin= 0.0
5006_KeyON_OFF.nciIndicatorCP.indicatorProperty0.limitMax= 0.0
5006_KeyON_OFF.nciIndicatorCP.indicatorProperty0.brightness= 2
5006_KeyON_OFF.nciIndicatorCP.indicatorProperty1.limitMin= 0.5
5006_KeyON_OFF.nciIndicatorCP.indicatorProperty1.limitMax= 100.0
5006_KeyON_OFF.nciIndicatorCP.indicatorProperty1.brightness= 15

5006_KeyUP.nciIndicatorCP.indicatorProperty0.limitMin= 95.0
5006_KeyUP.nciIndicatorCP.indicatorProperty0.limitMax= 100.0
5006_KeyUP.nciIndicatorCP.indicatorProperty0.brightness= 15
5006_KeyUP.nciIndicatorCP.indicatorProperty1.limitMin= 90.0
5006_KeyUP.nciIndicatorCP.indicatorProperty1.limitMax= 100.0
5006_KeyUP.nciIndicatorCP.indicatorProperty1.brightness= 10
5006_KeyUP.nciIndicatorCP.indicatorProperty2.limitMin= 85.0
5006_KeyUP.nciIndicatorCP.indicatorProperty2.limitMax= 100.0
5006_KeyUP.nciIndicatorCP.indicatorProperty2.brightness= 7
5006_KeyUP.nciIndicatorCP.indicatorProperty3.limitMin= 80.0
5006_KeyUP.nciIndicatorCP.indicatorProperty3.limitMax= 100.0
5006_KeyUP.nciIndicatorCP.indicatorProperty3.brightness= 4
5006_KeyUP.nciIndicatorCP.indicatorProperty4.limitMin= 0.0
5006_KeyUP.nciIndicatorCP.indicatorProperty4.limitMax= 100.0
5006_KeyUP.nciIndicatorCP.indicatorProperty4.brightness= 2

5006_KeyDN.nciIndicatorCP.indicatorProperty0.limitMin= 0.0
5006_KeyDN.nciIndicatorCP.indicatorProperty0.limitMax= 5.0
5006_KeyDN.nciIndicatorCP.indicatorProperty0.brightness= 15
5006_KeyDN.nciIndicatorCP.indicatorProperty1.limitMin= 0.0

5006_KeyDN.nciIndicatorCP.indicatorProperty1.limitMax=	10.0
5006_KeyDN.nciIndicatorCP.indicatorProperty1.brightness=	10
5006_KeyDN.nciIndicatorCP.indicatorProperty2.limitMin=	0.0
5006_KeyDN.nciIndicatorCP.indicatorProperty2.limitMax=	15.0
5006_KeyDN.nciIndicatorCP.indicatorProperty2.brightness=	7
5006_KeyDN.nciIndicatorCP.indicatorProperty3.limitMin=	0.0
5006_KeyDN.nciIndicatorCP.indicatorProperty3.limitMax=	20.0
5006_KeyDN.nciIndicatorCP.indicatorProperty3.brightness=	4
5006_KeyDN.nciIndicatorCP.indicatorProperty4.limitMin=	0.0
5006_KeyDN.nciIndicatorCP.indicatorProperty4.limitMax=	100.0
5006_KeyDN.nciIndicatorCP.indicatorProperty4.brightness=	2

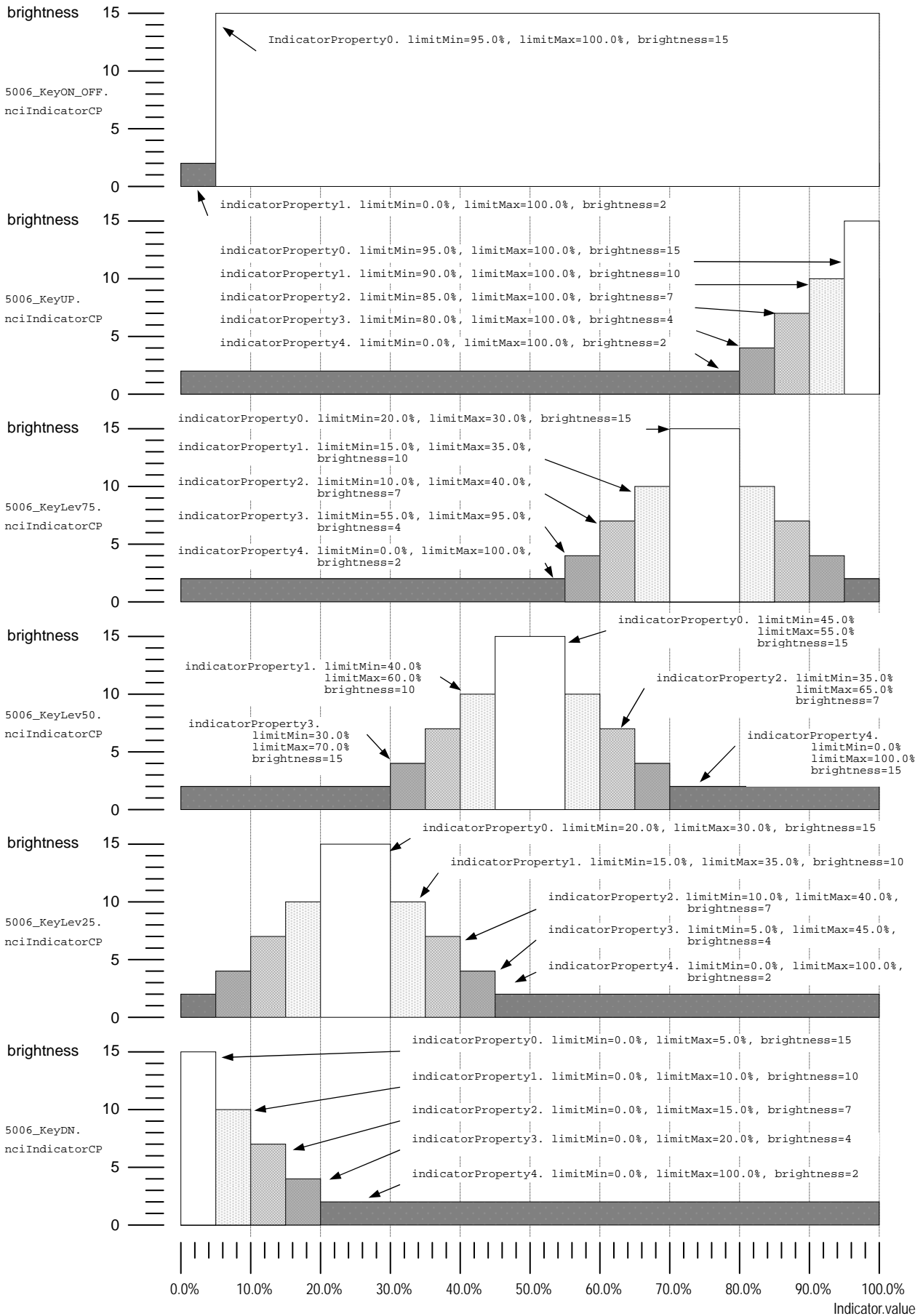
5006_KeyLev75.nciIndicatorCP.indicatorProperty0.limitMin=	70.0
5006_KeyLev75.nciIndicatorCP.indicatorProperty0.limitMax=	80.0
5006_KeyLev75.nciIndicatorCP.indicatorProperty0.brightness=	15

5006_KeyLev75.nciIndicatorCP.indicatorProperty1.limitMin=	65.0
5006_KeyLev75.nciIndicatorCP.indicatorProperty1.limitMax=	85.0
5006_KeyLev75.nciIndicatorCP.indicatorProperty1.brightness=	10

5006_KeyLev75.nciIndicatorCP.indicatorProperty2.limitMin=	60.0
5006_KeyLev75.nciIndicatorCP.indicatorProperty2.limitMax=	90.0
5006_KeyLev75.nciIndicatorCP.indicatorProperty2.brightness=	7

5006_KeyLev75.nciIndicatorCP.indicatorProperty3.limitMin=
 5006_KeyLev75.nciIndicatorCP.indicatorProperty3.limitMax=

55.0
 95.0



5006_KeyLev75.nciIndicatorCP.indicatorProperty3.brightness=

4

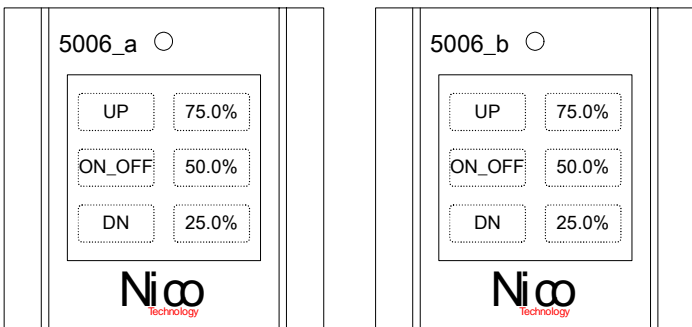
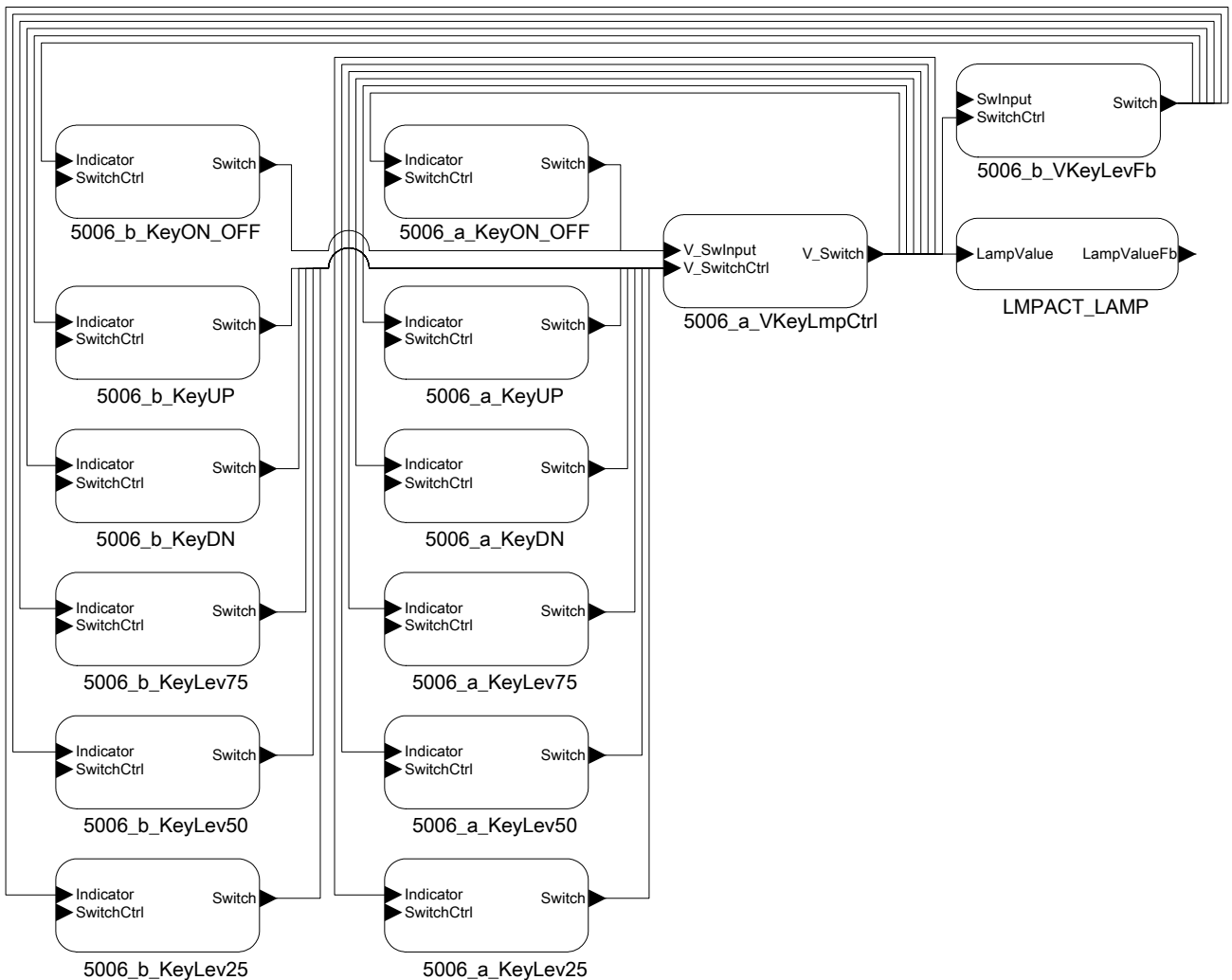
5006_KeyLev75.nciIndicatorCP.indicatorProperty4.limitMin=	0.0
5006_KeyLev75.nciIndicatorCP.indicatorProperty4.limitMax=	100.0
5006_KeyLev75.nciIndicatorCP.indicatorProperty4.brightness=	2
5006_KeyLev50.nciIndicatorCP.indicatorProperty0.limitMin=	45.0
5006_KeyLev50.nciIndicatorCP.indicatorProperty0.limitMax=	55.0
5006_KeyLev50.nciIndicatorCP.indicatorProperty0.brightness=	15
5006_KeyLev50.nciIndicatorCP.indicatorProperty1.limitMin=	40.0
5006_KeyLev50.nciIndicatorCP.indicatorProperty1.limitMax=	60.0
5006_KeyLev50.nciIndicatorCP.indicatorProperty1.brightness=	10
5006_KeyLev50.nciIndicatorCP.indicatorProperty2.limitMin=	35.0
5006_KeyLev50.nciIndicatorCP.indicatorProperty2.limitMax=	65.0
5006_KeyLev50.nciIndicatorCP.indicatorProperty2.brightness=	7
5006_KeyLev50.nciIndicatorCP.indicatorProperty3.limitMin=	30.0
5006_KeyLev50.nciIndicatorCP.indicatorProperty3.limitMax=	70.0
5006_KeyLev50.nciIndicatorCP.indicatorProperty3.brightness=	4
5006_KeyLev50.nciIndicatorCP.indicatorProperty4.limitMin=	0.0
5006_KeyLev50.nciIndicatorCP.indicatorProperty4.limitMax=	100.0
5006_KeyLev50.nciIndicatorCP.indicatorProperty4.brightness=	2
5006_KeyLev25.nciIndicatorCP.indicatorProperty0.limitMin=	20.0
5006_KeyLev25.nciIndicatorCP.indicatorProperty0.limitMax=	30.0
5006_KeyLev25.nciIndicatorCP.indicatorProperty0.brightness=	15
5006_KeyLev25.nciIndicatorCP.indicatorProperty1.limitMin=	15.0
5006_KeyLev25.nciIndicatorCP.indicatorProperty1.limitMax=	35.0
5006_KeyLev25.nciIndicatorCP.indicatorProperty1.brightness=	10
5006_KeyLev25.nciIndicatorCP.indicatorProperty2.limitMin=	10.0
5006_KeyLev25.nciIndicatorCP.indicatorProperty2.limitMax=	40.0
5006_KeyLev25.nciIndicatorCP.indicatorProperty2.brightness=	7
5006_KeyLev25.nciIndicatorCP.indicatorProperty3.limitMin=	5.0
5006_KeyLev25.nciIndicatorCP.indicatorProperty3.limitMax=	45.0
5006_KeyLev25.nciIndicatorCP.indicatorProperty3.brightness=	4
5006_KeyLev25.nciIndicatorCP.indicatorProperty4.limitMin=	0.0
5006_KeyLev25.nciIndicatorCP.indicatorProperty4.limitMax=	100.0
5006_KeyLev25.nciIndicatorCP.indicatorProperty4.brightness=	2

NV binding

5006_KeyON_OFF.switch	LMPACT_LAMP.LampValue
5006_KeyON_OFF.switch	5006_KeyON_OFF.Indicator
5006_KeyON_OFF.switch	5006_KeyUP.Indicator
5006_KeyON_OFF.switch	5006_KeyDN.Indicator
5006_KeyON_OFF.switch	5006_KeyLev75.Indicator
5006_KeyON_OFF.switch	5006_KeyLev50.Indicator
5006_KeyON_OFF.switch	5006_KeyLev25.Indicator
5006_KeyUP.switch	5006_KeyON_OFF.SwitchCtrl
5006_KeyDN.switch	5006_KeyON_OFF.SwitchCtrl
5006_KeyLev75.switch	5006_KeyON_OFF.SwitchCtrl
5006_KeyLev50.switch	5006_KeyON_OFF.SwitchCtrl
5006_KeyLev25.switch	5006_KeyON_OFF.SwitchCtrl

3.4. Example 4

Two 5006L sync status, for control a lamp switch on/off, dimming on/off and direct dimming to 75%, 50%, 25% functions.



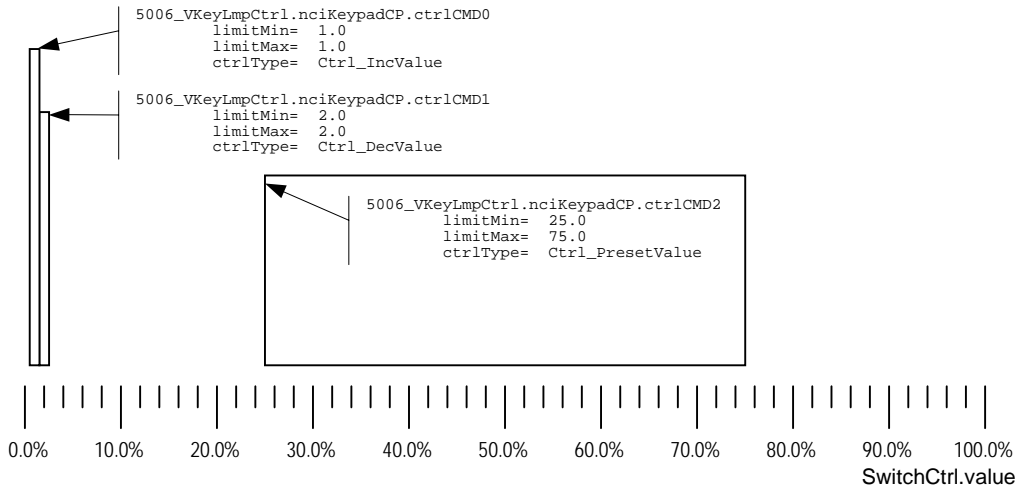
Configuration Property

5006_a_VKeyLmpCtrl.nciKeypadCP.inactiveSw.value=	0.0%
5006_a_VKeyLmpCtrl.nciKeypadCP.inactiveSw.state=	0
5006_a_VKeyLmpCtrl.nciKeypadCP.ActiveSw.value=	100.0%
5006_a_VKeyLmpCtrl.nciKeypadCP.ActiveSw.state=	1
5006_a_VKeyLmpCtrl.nciKeypadCP.minSwVal=	0.0%
5006_a_VKeyLmpCtrl.nciKeypadCP.maxSwVal=	100.0%
5006_a_VKeyLmpCtrl.nciKeypadCP.decSwVal=	5.0%
5006_a_VKeyLmpCtrl.nciKeypadCP.IncSwVal=	5.0%
5006_a_VKeyLmpCtrl.nciKeypadCP.procType=	Proc_Toggle
5006_a_VKeyLmpCtrl.nciKeypadCP.ctrlCMD0.limitMin=	1.0

```

5006_a_VKeyLmpCtrl.nciKeypadCP.ctrlCMD0.limitMax= 1.0
5006_a_VKeyLmpCtrl.nciKeypadCP.ctrlCMD0.ctrlType= Ctrl_IncValue
5006_a_VKeyLmpCtrl.nciKeypadCP.ctrlCMD1.limitMin= 2.0
5006_a_VKeyLmpCtrl.nciKeypadCP.ctrlCMD1.limitMax= 2.0
5006_a_VKeyLmpCtrl.nciKeypadCP.ctrlCMD1.ctrlType= Ctrl_DecValue
5006_a_VKeyLmpCtrl.nciKeypadCP.ctrlCMD2.limitMin= 25.0
5006_a_VKeyLmpCtrl.nciKeypadCP.ctrlCMD2.limitMax= 75.0
5006_a_VKeyLmpCtrl.nciKeypadCP.ctrlCMD2.ctrlType= Ctrl_PresetValue

```



```

5006_a_KeyON_OFF.nciKeypadCP.InactiveSw.value= 0.0%
5006_a_KeyON_OFF.nciKeypadCP.InactiveSw.state= 0
5006_a_KeyON_OFF.nciKeypadCP.ActiveSw.value= 100.0%
5006_a_KeyON_OFF.nciKeypadCP.ActiveSw.state= 1
5006_a_KeyON_OFF.nciKeypadCP.procType= Proc_Normal
5006_a_KeyON_OFF.nciKeypadCP.KeyRepeating= ST_OFF

5006_b_KeyON_OFF.nciKeypadCP.InactiveSw.value= 0.0%
5006_b_KeyON_OFF.nciKeypadCP.InactiveSw.state= 0
5006_b_KeyON_OFF.nciKeypadCP.ActiveSw.value= 100.0%
5006_b_KeyON_OFF.nciKeypadCP.ActiveSw.state= 1
5006_b_KeyON_OFF.nciKeypadCP.procType= Proc_Normal
5006_b_KeyON_OFF.nciKeypadCP.KeyRepeating= ST_OFF

5006_a_KeyUP.nciKeypadCP.ActiveSw.value= 1.0%
5006_a_KeyUP.nciKeypadCP.ActiveSw.state= 1
5006_a_KeyUP.nciKeypadCP.procType= Proc_ActiveSw
5006_a_KeyUP.nciKeypadCP.KeyRepeating= ST_ON

5006_b_KeyUP.nciKeypadCP.ActiveSw.value= 1.0%
5006_b_KeyUP.nciKeypadCP.ActiveSw.state= 1
5006_b_KeyUP.nciKeypadCP.procType= Proc_ActiveSw
5006_b_KeyUP.nciKeypadCP.KeyRepeating= ST_ON

5006_a_KeyDN.nciKeypadCP.ActiveSw.value= 2.0%
5006_a_KeyDN.nciKeypadCP.ActiveSw.state= 1
5006_a_KeyDN.nciKeypadCP.procType= Proc_ActiveSw
5006_a_KeyDN.nciKeypadCP.KeyRepeating= ST_ON

5006_b_KeyDN.nciKeypadCP.ActiveSw.value= 2.0%
5006_b_KeyDN.nciKeypadCP.ActiveSw.state= 1
5006_b_KeyDN.nciKeypadCP.procType= Proc_ActiveSw
5006_b_KeyDN.nciKeypadCP.KeyRepeating= ST_ON

5006_a_KeyLev75.nciKeypadCP.ActiveSw.value= 75.0%
5006_a_KeyLev75.nciKeypadCP.ActiveSw.state= 1
5006_a_KeyLev75.nciKeypadCP.procType= Proc_ActiveSw
5006_a_KeyLev75.nciKeypadCP.KeyRepeating= ST_OFF

5006_b_KeyLev75.nciKeypadCP.ActiveSw.value= 75.0%
5006_b_KeyLev75.nciKeypadCP.ActiveSw.state= 1
5006_b_KeyLev75.nciKeypadCP.procType= Proc_ActiveSw
5006_b_KeyLev75.nciKeypadCP.KeyRepeating= ST_OFF

5006_a_KeyLev50.nciKeypadCP.ActiveSw.value= 50.0%
5006_a_KeyLev50.nciKeypadCP.ActiveSw.state= 1
5006_a_KeyLev50.nciKeypadCP.procType= Proc_ActiveSw
5006_a_KeyLev50.nciKeypadCP.KeyRepeating= ST_OFF

5006_b_KeyLev50.nciKeypadCP.ActiveSw.value= 50.0%
5006_b_KeyLev50.nciKeypadCP.ActiveSw.state= 1
5006_b_KeyLev50.nciKeypadCP.procType= Proc_ActiveSw
5006_b_KeyLev50.nciKeypadCP.KeyRepeating= ST_OFF

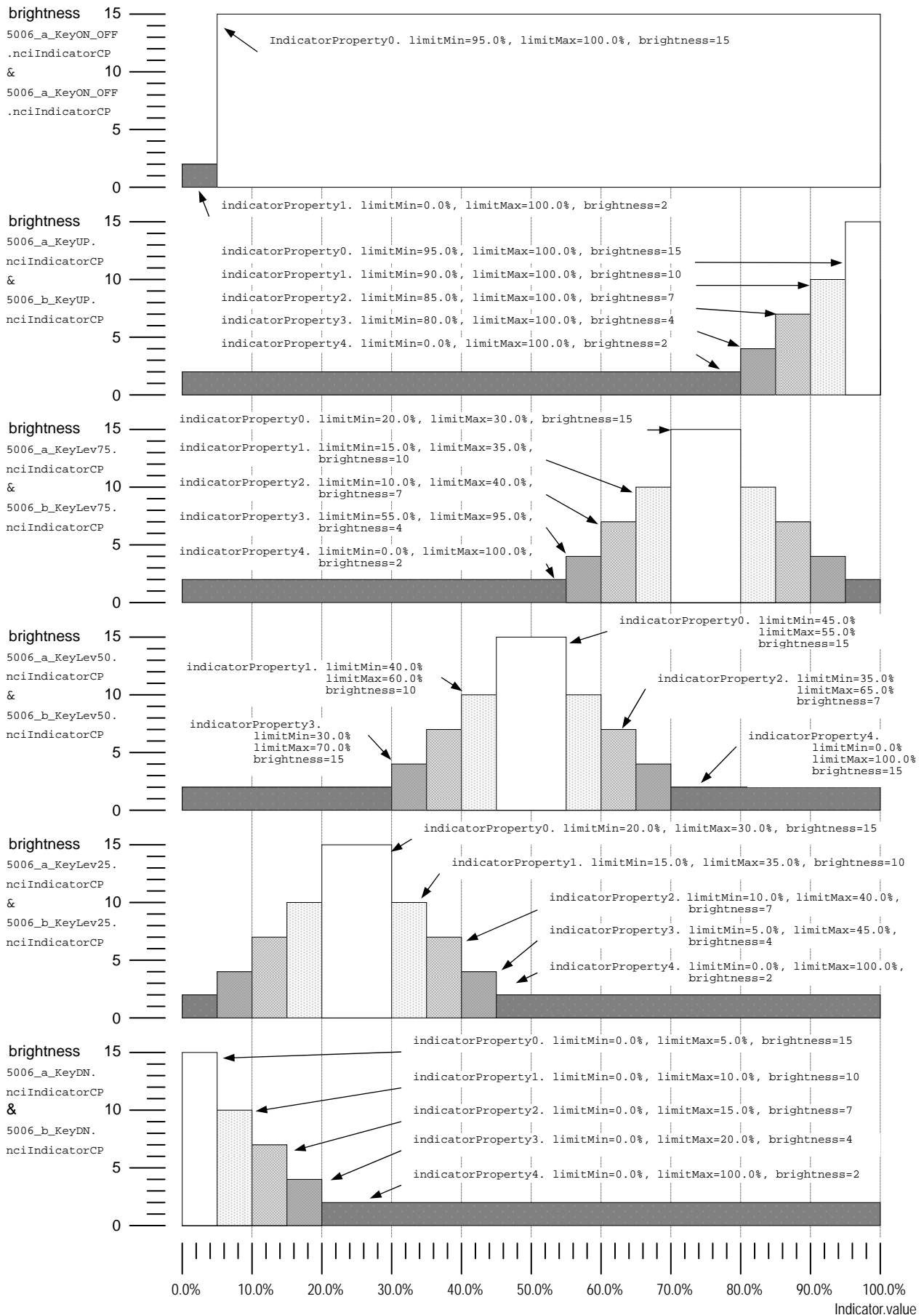
5006_a_KeyLev25.nciKeypadCP.ActiveSw.value= 25.0%

```


5006_a_KeyLev25.nciIndicatorCP.indicatorProperty4.limitMin= 0.0
5006_a_KeyLev25.nciIndicatorCP.indicatorProperty4.limitMax= 100.0
5006_a_KeyLev25.nciIndicatorCP.indicatorProperty4.brightness= 2

5006_b_KeyLev25.nciIndicatorCP.indicatorProperty0.limitMin=	20.0
5006_b_KeyLev25.nciIndicatorCP.indicatorProperty0.limitMax=	30.0
5006_b_KeyLev25.nciIndicatorCP.indicatorProperty0.brightness=	15
5006_b_KeyLev25.nciIndicatorCP.indicatorProperty1.limitMin=	15.0

5006_b_KeyLev25.nciIndicatorCP.indicatorProperty1.limitMax= 35.0
 5006_b_KeyLev25.nciIndicatorCP.indicatorProperty1.brightness= 10
 5006_b_KeyLev25.nciIndicatorCP.indicatorProperty2.limitMin= 10.0
 5006_b_KeyLev25.nciIndicatorCP.indicatorProperty2.limitMax= 40.0



5006_b_KeyLev25.nciIndicatorCP.indicatorProperty2.brightness=	7
5006_b_KeyLev25.nciIndicatorCP.indicatorProperty3.limitMin=	5.0
5006_b_KeyLev25.nciIndicatorCP.indicatorProperty3.limitMax=	45.0
5006_b_KeyLev25.nciIndicatorCP.indicatorProperty3.brightness=	4
5006_b_KeyLev25.nciIndicatorCP.indicatorProperty4.limitMin=	0.0
5006_b_KeyLev25.nciIndicatorCP.indicatorProperty4.limitMax=	100.0
5006_b_KeyLev25.nciIndicatorCP.indicatorProperty4.brightness=	2

NV binding

5006_a_KeyON_OFF.switch	5006_a_VKeyLmpCtrl.V_SwInput
5006_a_KeyUP.switch	5006_a_VKeyLmpCtrl.V_SwitchCtrl
5006_a_KeyDN.switch	5006_a_VKeyLmpCtrl.V_SwitchCtrl
5006_a_KeyLev75.switch	5006_a_VKeyLmpCtrl.V_SwitchCtrl
5006_a_KeyLev50.switch	5006_a_VKeyLmpCtrl.V_SwitchCtrl
5006_a_KeyLev25.switch	5006_a_VKeyLmpCtrl.V_SwitchCtrl
5006_b_KeyON_OFF.switch	5006_a_VKeyLmpCtrl.V_SwInput
5006_b_KeyUP.switch	5006_a_VKeyLmpCtrl.V_SwitchCtrl
5006_b_KeyDN.switch	5006_a_VKeyLmpCtrl.V_SwitchCtrl
5006_b_KeyLev75.switch	5006_a_VKeyLmpCtrl.V_SwitchCtrl
5006_b_KeyLev50.switch	5006_a_VKeyLmpCtrl.V_SwitchCtrl
5006_b_KeyLev25.switch	5006_a_VKeyLmpCtrl.V_SwitchCtrl
5006_a_VkeyLmpCtrl.V_Switch	LMPACT_LAMP.LampValue
5006_a_VkeyLmpCtrl.V_Switch	5006_b_VkeyLevFb.V_SwitchCtrl
5006_a_VkeyLmpCtrl.V_Switch	5006_a_KeyON_OFF.Indicator
5006_a_VkeyLmpCtrl.V_Switch	5006_a_KeyUP.Indicator
5006_a_VkeyLmpCtrl.V_Switch	5006_a_KeyDN.Indicator
5006_a_VkeyLmpCtrl.V_Switch	5006_a_KeyLev75.Indicator
5006_a_VkeyLmpCtrl.V_Switch	5006_a_KeyLev50.Indicator
5006_a_VkeyLmpCtrl.V_Switch	5006_a_KeyLev25.Indicator
5006_b_VkeyLevFb.V_Switch	5006_b_KeyON_OFF.Indicator
5006_b_VkeyLevFb.V_Switch	5006_b_KeyUP.Indicator
5006_b_VkeyLevFb.V_Switch	5006_b_KeyDN.Indicator
5006_b_VkeyLevFb.V_Switch	5006_b_KeyLev75.Indicator
5006_b_VkeyLevFb.V_Switch	5006_b_KeyLev50.Indicator
5006_b_VkeyLevFb.V_Switch	5006_b_KeyLev25.Indicator