

# TalkKNX

This driver is for the TalkKNX (old KNiXPort V2+) central KNX control system using the TCP interface module.

## **TCP Connection**

The TCP connection on the KNiXPort interface should be connected in the same network as the XP-3/6/8. You can enable a keep alive heartbeat for the driver which will be necessary in an absence of KNX devices which are sending their values periodically into the KNX bus (like weather stations or thermostats).

## **Weather**

Use this to tell the driver which data points are weather data points especially those using image list data sources. The wind is using the Beaufort scale and requires an image list containing 13 images. It is possible to use up to 3 luminance data points. Enter the data points separated by commas. If you want to change the image list data source for the luminance display make sure it contains 11 images.

### **Example:**

DP Weather Sun: "1,5,8" - Using data points 1, 5 & 8.

## **Light Sliders**

To use a graphic slider for adjusting the dimmer level of a particular light, use the Light Set Dimm Value (Slider) command (1Byte in KNX). If it is a switch, use Light Set On/Off (Slider Switch) command (1Bit in KNX).

## **Light Buttons**

You can also use the Light Dimm Up resp. Down and Light Dimm Stop Commands on Buttons (4Bit in KNX).

There are single commands for On Off and Toggle (1Bit in KNX).

## **Scene Control**

To select a scene, use the Scenes-SelectScene command, for saving a scene the SaveScene command (6Bit in KNX).

## **AUX Buttons**

To send non predefined commands (<= 1 Byte), use the AUX-SendAux command (1Byte in KNX).

To send a string (max14 Byte) value, use the AUX-SendString command with a max 14 Byte long string as parameter.

## **Blind Control**

To raise or lower a particular blind, use the Blind Up and Blind Down commands and the Blind Lamelle command to stop (1Bit in KNX).

If the used actor can set the blinds to a defined position, use Blind Set Position command with position (1Byte in KNX).

## **Heat Control**

With Heat-SelectMode (4Bit in KNX) you can select the mode for the heating control unit and with the Slider and Heat-SetBasisTemperature (Slider) you can adjust the Set Temperature of the control unit by changing the Basis Set Temperature (2Bytes FloatingPoint in KNX).

If you want to use Buttons(Up/Down) to change the temperature use the function ChangeTemperature (Up/Down) with Set Temperature Change Data point and it's Return or the ChangeBasisTemperature (Up/Down) with Basis Set Temperature (2Bytes FloatingPoint in KNX) and it's Return.

## Variables

There are 4 variables for each data point. The IntegerValue directly gives the value of the data point without any conversion:

1 Byte	range: 0..255
1 Bit	range: 0..1
2 Bytes	range: 0..65535

The BooleanValue returns a "False" when the value of the data point is equal to 0, else it returns "True".

The FloatValue is originally an integer value and contains the floating point value multiplied by 10.

You can use this for all 2 Byte floating point values of the KNX, as temperature or wind velocity.

The StringValue returns a string with a maximum of 14 characters.

Additionally the IntegerValue has a format string included which gives the value in percent. If the value is 100 the displayed value will be 39%.

## Events

There are 50 events you can use. You have to parameterize the data point, the value for the threshold and the type of the event:

value above	an event will occur, when the value is above the given threshold
value below	an event will occur, when the value is below the given threshold
value equal	event will occur, when the value is equal the given threshold

The threshold must be given in an IntegerValue which contains the original value multiplied by 10.

### **Examples:**

DP contains a value of 1 Byte	Use 1280 as threshold for original value of 128
DP contains a value of 2 Bytes	Use 225 as threshold for the value 22.5.

Additionally there are indication events for each data point which are signalled, when the value was updated from the KNX bus.

## System variables from other drivers

There are 30 system variables from type string, 30 from type boolean and 30 from type integer you can use. You can enter a list of those data points, where the value of the variable will be sent to when the value changes. In case of Boolean a "1" will be send when the variable is "true, a "0" otherwise.

### **Examples:**

Data Points 1: "16,26" - Using data points 16 & 26.

## Value manipulation

Use this to tell the driver which data points values should be scaled into the range 0..100 or 0..10. The Scaling up to 100 will set the output variables into the range from 0 to 100, Scaling up to 10 into the range from 0 to 10. You can use the last settings to provide an image list containing 11 images.

Please make sure that the data points you are using with this functionality are 1 Byte values and be aware that the corresponding variables will contain the manipulated values only.

### **Example:**

DP Scale up to 100: "1,50,88" - Using data points 1, 50 & 88.

Versions: 1.03	Heartbeat added
1.04	AUX-String added
1.05	min/max for Integer Variables added
1.06	Up/Down Basis Set Temperature added
1.1	system variables support added
1.2	String-Support added, Event signalling Indications only
1.3	Value-Manipulation added, scaling 1Byte values to 0..100 or 0..10
1.4	Set Temperature 0.1 or 0.5 difference value added
...1.41	Added text format for IntegerValues 0%..100%
1.42	Set Temperature 1.0 difference value added
1.43	Number of Events increased from 20 to 50
1.44	System variables from type boolean for interaction added