

DivisibleRoom_Auto_Manual_Wall_Status_Fuser_ACSDi

This module will take user settable wall states for a room with parallel walls and partition sensors fuse them together for one group of feedback.

Simple Usage:

- Create an advanced button
 - Attach the press join to [Mode_Toggle]
 - Attach the fb join to [Mode_fb_(HIGH_is_Manual)]
- Create a button for every wall (up to 5 walls)
 - Attach the press join to [Wall_XX_Toggle]
 - Attach [Mode_fb_(HIGH_is_Manual)] to the Enable join
 - Attach the fb join to [Rooms_AB_Combined_fb]

For even better results:

- Create an advanced button
 - Attach the press join to [Mode_Toggle]
 - Attach the fb join to [Mode_fb_(HIGH_is_Manual)]
- Create a button for every wall (up to 5 walls)
 - Attach the press join to [Wall_XX_Toggle]
 - Attach [Mode_fb_(HIGH_is_Manual)] to the Enable join
 - Attach [Rooms_XX_Combined_fb] to DivisibleRoom_DisplayRT_Watcher_and_Corrector_ACSDi_vXX
 - Attach the output of DivisibleRoom_DisplayRT_Watcher_and_Corrector_ACSDi_vXX to button fb

Notes:

- All toggles (Mode and Walls) are saved to NVRAM.
- First time ever boot will be Auto mode.
- If a partition sensor(s) is offline and the module is in auto mode no wall feedback will be HIGH for that wall(s).
- If a partition sensor(s) is offline and the module is in manual mode it will function normally.

Versions:

v01 – First Release

PLEASE SEE EXAMPLE BELOW

This example has:

- Mode selection
- Wall button fb that shows what the stat will be if manual
- Wall button enable
- Partitions
- Output to DivisibleRoom_DisplayRT_Watcher_and_Corrector_ACSDi_vXX

