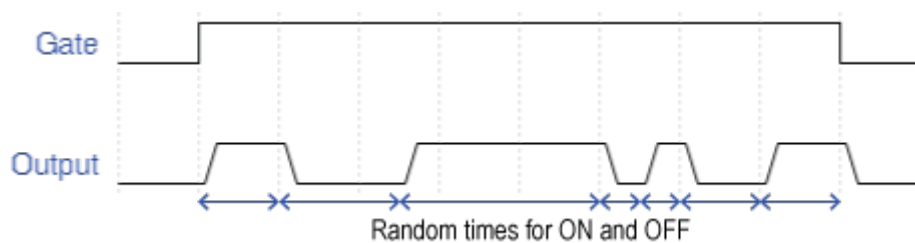


Stairwell Lighting Switch



The Stairwell Lighting Switch node, when the **Input** connector value is 1, sends 1 to the **Output** connector and then starts a timer, at the expiration of the timer it sends 0 to the **Output** connector. The timer is set to the time defined in the **Time for ON** property of the node and if the property **Retriggerable** is enabled, the timer restarts whenever the **Input** connector receives 1. If the property **Manual OFF** is enabled, when the **Input** connector value goes to 0 the node sends 0 to the **Output** connector and automatically stops the timer; otherwise the expiration of the timer is the only condition to send 0 to the **Output** connector.



Behaviour of Random Pulse Generator

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