

SetraFLEX All User Defined Badges Master BACnet Object List

Object Type, Instance	Object Name	Writable?	Options
Analog Value-283	Room 3 Badge 6 BACnet Device Instance	✓	0-4194303 (4194303 means unconfigured)
Analog Value-284	Setpoint Control 1 - Preset A Setpoint	✓	None
Analog Value-285	Setpoint Control 1 - Preset A Max Setpoint	✓	None
Analog Value-286	Setpoint Control 1 - Preset A Min Setpoint	✓	None
Analog Value-287	Setpoint Control 1 - Preset B Setpoint	✓	None
Analog Value-288	Setpoint Control 1 - Preset B Max Setpoint	✓	None
Analog Value-289	Setpoint Control 1 - Preset B Min Setpoint	✓	None
Analog Value-290	External Setpoint 1 BACnet Device Instance	✓	None
Analog Value-291	External Setpoint 1 BACnet Object Instance	✓	None
Analog Value-292	Setpoint Control 2 - Preset A Setpoint	✓	None
Analog Value-293	Setpoint Control 2 - Preset A Max Setpoint	✓	None
Analog Value-294	Setpoint Control 2 - Preset A Min Setpoint	✓	None
Analog Value-295	Setpoint Control 2 - Preset B Setpoint	✓	None
Analog Value-296	Setpoint Control 2 - Preset B Max Setpoint	✓	None
Analog Value-297	Setpoint Control 2 - Preset B Min Setpoint	✓	None
Analog Value-298	External Setpoint 2 BACnet Device Instance	✓	None
Analog Value-299	External Setpoint 2 BACnet Object Instance	✓	None
Analog Value-300	Setpoint Control 3 - Preset A Setpoint	✓	None
Analog Value-301	Setpoint Control 3 - Preset A Max Setpoint	✓	None
Analog Value-302	Setpoint Control 3 - Preset A Min Setpoint	✓	None
Analog Value-303	Setpoint Control 3 - Preset B Setpoint	✓	None
Analog Value-304	Setpoint Control 3 - Preset B Max Setpoint	✓	None
Analog Value-305	Setpoint Control 3 - Preset B Min Setpoint	✓	None
Analog Value-306	External Setpoint 3 BACnet Device Instance	✓	None
Analog Value-307	External Setpoint 3 BACnet Object Instance	✓	None
Analog Value-308	Setpoint Control 4 - Preset A Setpoint	✓	None
Analog Value-309	Setpoint Control 4 - Preset A Max Setpoint	✓	None
Analog Value-310	Setpoint Control 4 - Preset A Min Setpoint	✓	None
Analog Value-311	Setpoint Control 4 - Preset B Setpoint	✓	None
Analog Value-312	Setpoint Control 4 - Preset B Max Setpoint	✓	None
Analog Value-313	Setpoint Control 4 - Preset B Min Setpoint	✓	None
Analog Value-314	External Setpoint 4 BACnet Device Instance	✓	None
Analog Value-315	External Setpoint 4 BACnet Object Instance	✓	None

Miscellaneous Configuration Values			
Object Type, Instance	Object Name	Writable?	Range
Analog Value-220	Mute Time Out	✓	1-99999
Analog Value-221	Brightness Level	✓	1 - 7.0
Analog Value-222	Home Screen Timeout	✓	1-99999
Analog Value-223	Room Carousel Interval	✓	1-99999
Analog Value-319	Turn Off Display After Timeout	✓	20-600
Binary Value-1	Latch Alarm Enable	✓	0 = Latch Disabled 1 = Latch Enabled
Binary Value-2	Audible Alarm Status	✓	0 = Audible Alarm Disabled 1 = Audible Alarm Enabled
Binary Value-3	Mute Alarm Enable	✓	0 = Mute Disabled 1 = Mute Enabled
Binary Value-4	Default To Full Screen	✓	0 = Show Single Room View 1 = Show Full Screen View
Binary Value-5	Room Carousel	✓	0 = Room Carousel Disabled 1 = Room Carousel Enabled
Binary Value-148	Display Turn Off Enable	✓	0 = Display turn off disabled 1 = Display turn off enabled

Binary Input Values			
Object Type, Instance	Object Name	Writable?	Options
Binary Input-2	On-Board Digital Input 2	✓ when out-of-service is true	Active, Inactive
Binary Input-3	On-Board Digital Input 3	✓ when out-of-service is true	Active, Inactive
Binary Input-4	On-Board Digital Input 4	✓ when out-of-service is true	Active, Inactive
Binary Input-13	Room 1 Door Input	✓ when out-of-service is true	Active, Inactive
Binary Input-14	Room 2 Door Input	✓ when out-of-service is true	Active, Inactive
Binary Input-15	Room 3 Door Input	✓ when out-of-service is true	Active, Inactive
Binary Input-16	Room 1 User Defined 1 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-17	Room 1 User Defined 2 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-18	Room 1 User Defined 3 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-19	Room 1 User Defined 4 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-20	Room 1 User Defined 5 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-21	Room 1 User Defined 6 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-22	Room 2 User Defined 1 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-23	Room 2 User Defined 2 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-24	Room 2 User Defined 3 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-25	Room 2 User Defined 4 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-26	Room 2 User Defined 5 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-27	Room 2 User Defined 6 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-28	Room 3 User Defined 1 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-29	Room 3 User Defined 2 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-30	Room 3 User Defined 3 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-31	Room 3 User Defined 4 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-32	Room 3 User Defined 5 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive
Binary Input-33	Room 3 User Defined 6 Mapped to Digital Input	✓ when out-of-service is true	Active, Inactive

Binary Output Values			
Object Type, Instance	Object Name	Writable?	Options
Binary Output-1	On-Board Relay	✓	0=COM NO Shorted 1=COM NC Shorted

Enable/Disable Functionality			
Object Type, Instance	Object Name	Writable?	Options
Binary Value-12	Room 1 Badge 1 Parameter Enable	✓	
Binary Value-13	Room 1 Badge 2 Parameter Enable	✓	
Binary Value-14	Room 1 Badge 3 Parameter Enable	✓	
Binary Value-15	Room 1 Badge 4 Parameter Enable	✓	
Binary Value-16	Room 1 Badge 5 Parameter Enable	✓	
Binary Value-17	Room 1 Badge 6 Parameter Enable	✓	
Binary Value-22	Room 2 Badge 1 Parameter Enable	✓	
Binary Value-23	Room 2 Badge 2 Parameter Enable	✓	
Binary Value-24	Room 2 Badge 3 Parameter Enable	✓	
Binary Value-25	Room 2 Badge 4 Parameter Enable	✓	
Binary Value-26	Room 2 Badge 5 Parameter Enable	✓	

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Binary Value-27	Room 2 Badge 6 Parameter Enable	✓
Binary Value-32	Room 3 Badge 1 Parameter Enable	✓
Binary Value-33	Room 3 Badge 2 Parameter Enable	✓
Binary Value-34	Room 3 Badge 3 Parameter Enable	✓
Binary Value-35	Room 3 Badge 4 Parameter Enable	✓
Binary Value-36	Room 3 Badge 5 Parameter Enable	✓
Binary Value-37	Room 3 Badge 6 Parameter Enable	✓
Binary Value-46	Room 1 Badge 1 Low Limit Enable	✓
Binary Value-47	Room 1 Badge 1 High Limit Enable	✓
Binary Value-48	Room 1 Badge 2 Low Limit Enable	✓
Binary Value-49	Room 1 Badge 2 High Limit Enable	✓
Binary Value-50	Room 1 Badge 3 Low Limit Enable	✓
Binary Value-51	Room 1 Badge 3 High Limit Enable	✓
Binary Value-52	Room 1 Badge 4 Low Limit Enable	✓
Binary Value-53	Room 1 Badge 4 High Limit Enable	✓
Binary Value-54	Room 1 Badge 5 Low Limit Enable	✓
Binary Value-55	Room 1 Badge 5 High Limit Enable	✓
Binary Value-56	Room 1 Badge 6 Low Limit Enable	✓
Binary Value-57	Room 1 Badge 6 High Limit Enable	✓
Binary Value-66	Room 2 Badge 1 Low Limit Enable	✓
Binary Value-67	Room 2 Badge 1 High Limit Enable	✓
Binary Value-68	Room 2 Badge 2 Low Limit Enable	✓
Binary Value-69	Room 2 Badge 2 High Limit Enable	✓
Binary Value-70	Room 2 Badge 3 Low Limit Enable	✓
Binary Value-71	Room 2 Badge 3 High Limit Enable	✓
Binary Value-72	Room 2 Badge 4 Low Limit Enable	✓
Binary Value-73	Room 2 Badge 4 High Limit Enable	✓
Binary Value-74	Room 2 Badge 5 Low Limit Enable	✓
Binary Value-75	Room 2 Badge 5 High Limit Enable	✓
Binary Value-76	Room 2 Badge 6 Low Limit Enable	✓
Binary Value-77	Room 2 Badge 6 High Limit Enable	✓
Binary Value-86	Room 3 Badge 1 Low Limit Enable	✓
Binary Value-87	Room 3 Badge 1 High Limit Enable	✓
Binary Value-88	Room 3 Badge 2 Low Limit Enable	✓
Binary Value-89	Room 3 Badge 2 High Limit Enable	✓
Binary Value-90	Room 3 Badge 3 Low Limit Enable	✓
Binary Value-91	Room 3 Badge 3 High Limit Enable	✓
Binary Value-92	Room 3 Badge 4 Low Limit Enable	✓
Binary Value-93	Room 3 Badge 4 High Limit Enable	✓
Binary Value-94	Room 3 Badge 5 Low Limit Enable	✓
Binary Value-95	Room 3 Badge 5 High Limit Enable	✓
Binary Value-96	Room 3 Badge 6 Low Limit Enable	✓
Binary Value-97	Room 3 Badge 6 High Limit Enable	✓

Room Door			
Object Type, Instance	Object Name	Writable?	Options
Binary Value-98	Room 1 Door Enable	✓	0=Disable
Binary Value-99	Room 2 Door Enable	✓	1=Enable
Binary Value-100	Room 3 Door Enable	✓	

Room Standby Mode			
Object Type, Instance	Object Name	Writable?	Options
Binary Value-101	Room 1 Enable	✓	0=Disable
Binary Value-102	Room 2 Enable	✓	1=Enable
Binary Value-103	Room 3 Enable	✓	

Room Profile Alarm			
Object Type, Instance	Object Name	Writable?	Display Options
Binary Value-104	Room Profile 1 Alarm Enable	✓	0=Disable
Binary Value-105	Room Profile 2 Alarm Enable	✓	1=Enable
Binary Value-106	Room Profile 3 Alarm Enable	✓	
Binary Value-107	Room Profile 4 Alarm Enable	✓	

Control Loop Type			
Object Type, Instance	Object Name	Writable?	Display Options
Binary Value-108	Room 1 Standby	✓	0=Active
Binary Value-109	Room 2 Standby	✓	1=Standby
Binary Value-110	Room 3 Standby	✓	

Room Standby Mode			
Object Type, Instance	Object Name	Writable?	Display Options
Binary Value-111	Control Loop 1 Setpoint Type	✓	0=BACnet
Binary Value-112	Control Loop 2 Setpoint Type	✓	1=PI Loop
Binary Value-113	Control Loop 3 Setpoint Type	✓	
Binary Value-114	Control Loop 4 Setpoint Type	✓	

Time Display Format			
Object Type, Instance	Object Name	Writable?	Display Options
Binary Value-115	Time Display Format	✓	0 = Use 12-hour format 1 = Use 24-hour format

Date & Time Source Options			
Object Type, Instance	Object Name	Writable?	Display Options
Binary Value-7	Execute BACnet Time Sync?	✓	0 = Ignore BACnet Time Sync 1 = Execute BACnet Time Sync

Date Display Options			
Object Type, Instance	Object Name	Writable?	Display Options
Binary Value-116	Display date on home screen	✓	0=Date not displayed on home screen 1=Date displayed on home screen

Time Display Options			
Object Type, Instance	Object Name	Writable?	Display Options
Binary Value-117	Display time on home screen	✓	0=Time not displayed on home screen 1=Time displayed on home screen

Room Parameter Units of Measure Source			
Object Type, Instance	Object Name	Writable?	Source Options
Binary Value-122	Room 1 Badge 1 Display Unit	✓	0=Units updated for room 1 pressure parameter via local UI

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Binary Value-123	Room 1 Badge 2 Display Unit	✓	1=Obtain from BACnet source
Binary Value-124	Room 1 Badge 3 Display Unit	✓	
Binary Value-125	Room 1 Badge 4 Display Unit	✓	
Binary Value-126	Room 1 Badge 5 Display Unit	✓	
Binary Value-127	Room 1 Badge 6 Display Unit	✓	
Binary Value-132	Room 2 Badge 1 Display Unit	✓	
Binary Value-133	Room 2 Badge 2 Display Unit	✓	
Binary Value-134	Room 2 Badge 3 Display Unit	✓	
Binary Value-135	Room 2 Badge 4 Display Unit	✓	
Binary Value-136	Room 2 Badge 5 Display Unit	✓	
Binary Value-137	Room 2 Badge 6 Display Unit	✓	
Binary Value-142	Room 3 Badge 1 Display Unit	✓	
Binary Value-143	Room 3 Badge 2 Display Unit	✓	
Binary Value-144	Room 3 Badge 3 Display Unit	✓	
Binary Value-145	Room 3 Badge 4 Display Unit	✓	
Binary Value-146	Room 3 Badge 5 Display Unit	✓	
Binary Value-147	Room 3 Badge 6 Display Unit	✓	

Source for Obtaining Active/Inactive Text			
Object Type, Instance	Object Name	Writable?	Source Options
Binary Value-149	Room 1 User Defined 1 Display Active/Inactive Text	✓	0=Sourced
Binary Value-150	Room 1 User Defined 2 Display Active/Inactive Text	✓	1=Not Sourced
Binary Value-151	Room 1 User Defined 3 Display Active/Inactive Text	✓	
Binary Value-152	Room 1 User Defined 4 Display Active/Inactive Text	✓	
Binary Value-153	Room 1 User Defined 5 Display Active/Inactive Text	✓	
Binary Value-154	Room 1 User Defined 6 Display Active/Inactive Text	✓	
Binary Value-155	Room 2 User Defined 1 Display Active/Inactive Text	✓	
Binary Value-156	Room 2 User Defined 2 Display Active/Inactive Text	✓	
Binary Value-157	Room 2 User Defined 3 Display Active/Inactive Text	✓	
Binary Value-158	Room 2 User Defined 4 Display Active/Inactive Text	✓	
Binary Value-159	Room 2 User Defined 5 Display Active/Inactive Text	✓	
Binary Value-160	Room 2 User Defined 6 Display Active/Inactive Text	✓	
Binary Value-161	Room 3 User Defined 1 Display Active/Inactive Text	✓	
Binary Value-162	Room 3 User Defined 2 Display Active/Inactive Text	✓	
Binary Value-163	Room 3 User Defined 3 Display Active/Inactive Text	✓	
Binary Value-164	Room 3 User Defined 4 Display Active/Inactive Text	✓	
Binary Value-165	Room 3 User Defined 5 Display Active/Inactive Text	✓	
Binary Value-166	Room 3 User Defined 6 Display Active/Inactive Text	✓	

Sourcing On-Board Digital Input			
Object Type, Instance	Object Name	Writable?	Source Options
Binary Value-167	Room 1 User Defined 1 Sourcing On-Board Digital Input	✓	0=Sourced
Binary Value-168	Room 1 User Defined 2 Sourcing On-Board Digital Input	✓	1=Not Sourced
Binary Value-169	Room 1 User Defined 3 Sourcing On-Board Digital Input	✓	
Binary Value-170	Room 1 User Defined 4 Sourcing On-Board Digital Input	✓	
Binary Value-171	Room 1 User Defined 5 Sourcing On-Board Digital Input	✓	
Binary Value-172	Room 1 User Defined 6 Sourcing On-Board Digital Input	✓	
Binary Value-173	Room 2 User Defined 1 Sourcing On-Board Digital Input	✓	
Binary Value-174	Room 2 User Defined 2 Sourcing On-Board Digital Input	✓	
Binary Value-175	Room 2 User Defined 3 Sourcing On-Board Digital Input	✓	
Binary Value-176	Room 2 User Defined 4 Sourcing On-Board Digital Input	✓	
Binary Value-177	Room 2 User Defined 5 Sourcing On-Board Digital Input	✓	
Binary Value-178	Room 2 User Defined 6 Sourcing On-Board Digital Input	✓	
Binary Value-179	Room 3 User Defined 1 Sourcing On-Board Digital Input	✓	
Binary Value-180	Room 3 User Defined 2 Sourcing On-Board Digital Input	✓	
Binary Value-181	Room 3 User Defined 3 Sourcing On-Board Digital Input	✓	
Binary Value-182	Room 3 User Defined 4 Sourcing On-Board Digital Input	✓	
Binary Value-183	Room 3 User Defined 5 Sourcing On-Board Digital Input	✓	
Binary Value-184	Room 3 User Defined 6 Sourcing On-Board Digital Input	✓	

Room Parameter Alarm States			
Object Type, Instance	Object Name	Writable?	Alarm States
Multistate Input-5	Room 1 Badge 1 Alarm State	✓ when out-of-service is true	1=Normal
Multistate Input-6	Room 1 Badge 2 Alarm State	✓ when out-of-service is true	2=Warning
Multistate Input-7	Room 1 Badge 3 Alarm State	✓ when out-of-service is true	3=Alarm
Multistate Input-8	Room 1 Badge 4 Alarm State	✓ when out-of-service is true	4=Standby
Multistate Input-9	Room 1 Badge 5 Alarm State	✓ when out-of-service is true	
Multistate Input-10	Room 1 Badge 6 Alarm State	✓ when out-of-service is true	
Multistate Input-15	Room 2 Badge 1 Alarm State	✓ when out-of-service is true	
Multistate Input-16	Room 2 Badge 2 Alarm State	✓ when out-of-service is true	
Multistate Input-17	Room 2 Badge 3 Alarm State	✓ when out-of-service is true	
Multistate Input-18	Room 2 Badge 4 Alarm State	✓ when out-of-service is true	
Multistate Input-19	Room 2 Badge 5 Alarm State	✓ when out-of-service is true	
Multistate Input-20	Room 2 Badge 6 Alarm State	✓ when out-of-service is true	
Multistate Input-25	Room 3 Badge 1 Alarm State	✓ when out-of-service is true	
Multistate Input-26	Room 3 Badge 2 Alarm State	✓ when out-of-service is true	
Multistate Input-27	Room 3 Badge 3 Alarm State	✓ when out-of-service is true	
Multistate Input-28	Room 3 Badge 4 Alarm State	✓ when out-of-service is true	
Multistate Input-29	Room 3 Badge 5 Alarm State	✓ when out-of-service is true	
Multistate Input-30	Room 3 Badge 6 Alarm State	✓ when out-of-service is true	
Multistate Input-31	Room 1 Alarm State	✓ when out-of-service is true	
Multistate Input-32	Room 2 Alarm State	✓ when out-of-service is true	
Multistate Input-33	Room 3 Alarm State	✓ when out-of-service is true	
Multistate Input-34	System Alarm State	✓ when out-of-service is true	

Room Parameter Data Source Selection			
Object Type, Instance	Object Name	Writable?	Data Source Options
Multistate Value-5	Room 1 Badge 1 Source	✓	1=NONE
Multistate Value-6	Room 1 Badge 2 Source	✓	2=On-Board AI-1
Multistate Value-7	Room 1 Badge 3 Source	✓	3=On-Board UI-1
Multistate Value-8	Room 1 Badge 4 Source	✓	4=On-Board UI-2
Multistate Value-9	Room 1 Badge 5 Source	✓	5=On-Board UI-3
Multistate Value-10	Room 1 Badge 6 Source	✓	6=BACnet
Multistate Value-15	Room 2 Badge 1 Source	✓	
Multistate Value-16	Room 2 Badge 2 Source	✓	
Multistate Value-17	Room 2 Badge 3 Source	✓	
Multistate Value-18	Room 2 Badge 4 Source	✓	
Multistate Value-19	Room 2 Badge 5 Source	✓	
Multistate Value-20	Room 2 Badge 6 Source	✓	
Multistate Value-25	Room 3 Badge 1 Source	✓	



























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Multistate Value-26	Room 3 Badge 2 Source	✓
Multistate Value-27	Room 3 Badge 3 Source	✓
Multistate Value-28	Room 3 Badge 4 Source	✓
Multistate Value-29	Room 3 Badge 5 Source	✓
Multistate Value-30	Room 3 Badge 6 Source	✓

Room Profile Selection			Profile Options
Object Type, Instance	Object Name	Writable?	
Multistate Value-31	Room 1 Room Profile	✓	1=Profile 1
Multistate Value-32	Room 2 Room Profile	✓	2=Profile 2
Multistate Value-33	Room 3 Room Profile	✓	3=Profile 3 4=Profile 4

Analog Output Type Selection			Output Type Options
Object Type, Instance	Object Name	Writable?	
Multistate Value-34	On-Board Analog Output Type	✓	1=4 to 20mA 2=0 to 5VDC 3=0 to 10VDC

Analog Input Type Selection			Input Type Options
Object Type, Instance	Object Name	Writable?	
Multistate Value-39	On-Board Analog Input 1 Type	✓	1=None
Multistate Value-40	On-Board Universal Input 1 Type	✓	2=mA
Multistate Value-41	On-Board Universal Input 2 Type	✓	3=VDC
Multistate Value-42	On-Board Universal Input 3 Type	✓	4=Digital (MSV 28, 29, & 30 only)

Room Profile Icon Selection			Icon Options
Object Type, Instance	Object Name	Writable?	
Multistate Value-51	Room Profile 1 Icon	✓	1=Icon 1 
Multistate Value-52	Room Profile 2 Icon	✓	2=Icon 2 
Multistate Value-53	Room Profile 3 Icon	✓	3=Icon 3 
Multistate Value-54	Room Profile 4 Icon	✓	4=Icon 4 
			5=Icon 5 
			6=Icon 6 
			7=Icon 7 
			8=Icon 8 
			9=Icon 9 
			10=Icon 10 
			11=Icon 11 
			12=Icon 12 
			13=Icon 13 
			14=Icon 14 
			15=Icon 15 
			16=Icon 16 
			17=Icon 17 
			18=Icon 18 
			19=Icon 19 
			20=Icon 20 
			21=Icon 21 
			22=Icon 22 
			23=Icon 23 
			24=Icon 24 
			25=Icon 25 
			26=Icon 26 

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	27=Icon 27	
	28=Icon 28	
	29=Icon 29	
	30=Icon 30	
	31=Icon 31	
	32=Icon 32	

Room Profile Color Selection			
Object Type, Instance	Object Name	Writable?	Profile Color Options
Multistate Value-55	Room Profile 1 Color	✓	1=BLUE
Multistate Value-56	Room Profile 2 Color	✓	2=GREEN
Multistate Value-57	Room Profile 3 Color	✓	3=PURPLE
Multistate Value-58	Room Profile 4 Color	✓	

Room Profile Control Preset Selection			
Object Type, Instance	Object Name	Writable?	Monitor Preset Options
Multistate Value-59	Room Profile 1 Control Preset	✓	1=Level A
Multistate Value-60	Room Profile 2 Control Preset	✓	2=Level B
Multistate Value-61	Room Profile 3 Control Preset	✓	
Multistate Value-62	Room Profile 3 Control Preset	✓	

Room Profile Monitor Preset Selection			
Object Type, Instance	Object Name	Writable?	Monitor Preset Options
Multistate Value-63	Room Profile 1 Monitor Preset	✓	1=Level A
Multistate Value-64	Room Profile 2 Monitor Preset	✓	2=Level B
Multistate Value-65	Room Profile 3 Monitor Preset	✓	
Multistate Value-66	Room Profile 4 Monitor Preset	✓	

Room Parameter Source BACnet Object Selection			
Object Type, Instance	Object Name	Writable?	Object Type Options
Multistate Value-71	Room 1 Badge 1 Source BACnet Object Type	✓	1=Analog-Input
Multistate Value-72	Room 1 Badge 2 Source BACnet Object Type	✓	2=Analog-Output
Multistate Value-73	Room 1 Badge 3 Source BACnet Object Type	✓	3=Analog-Value
Multistate Value-74	Room 1 Badge 4 Source BACnet Object Type	✓	
Multistate Value-75	Room 1 Badge 5 Source BACnet Object Type	✓	
Multistate Value-76	Room 1 Badge 6 Source BACnet Object Type	✓	
Multistate Value-81	Room 2 Badge 1 Source BACnet Object Type	✓	
Multistate Value-82	Room 2 Badge 2 Source BACnet Object Type	✓	
Multistate Value-83	Room 2 Badge 3 Source BACnet Object Type	✓	
Multistate Value-84	Room 2 Badge 4 Source BACnet Object Type	✓	
Multistate Value-85	Room 2 Badge 5 Source BACnet Object Type	✓	
Multistate Value-86	Room 2 Badge 6 Source BACnet Object Type	✓	
Multistate Value-91	Room 3 Badge 1 Source BACnet Object Type	✓	
Multistate Value-92	Room 3 Badge 2 Source BACnet Object Type	✓	
Multistate Value-93	Room 3 Badge 3 Source BACnet Object Type	✓	
Multistate Value-94	Room 3 Badge 4 Source BACnet Object Type	✓	
Multistate Value-95	Room 3 Badge 5 Source BACnet Object Type	✓	
Multistate Value-96	Room 3 Badge 6 Source BACnet Object Type	✓	

On-Board Analog Output Source Selection			
Object Type, Instance	Object Name	Writable?	Output Source Options
Multistate Value-97	On-Board Analog Output Source	✓	1=NONE
			2=Room 1 Pressure
			3=Room 1 Temperature
			4=Room 1 Humidity
			5=Room 1 ACH
			6=Room 1 User Defined 1
			7=Room 1 User Defined 2
			8=Room 2 Pressure
			9=Room 2 Temperature
			10=Room 2 Humidity
			11=Room 2 ACH
			12=Room 2 User Defined 1
			13=Room 2 User Defined 2
			14=Room 3 Pressure
			15=Room 3 Temperature
			16=Room 3 Humidity
			17=Room 3 ACH
			18=Room 3 User Defined 1
			19=Room 3 User Defined 2
			20=Control Loop 1
			21=Control Loop 2
			22=Control Loop 3
			23=Control Loop 4

On-Board Relay Source Selection			
Object Type, Instance	Object Name	Writable?	Relay Source Options
Multistate Value-102	On-Board Relay Source	✓	1=NONE
			2=Room 1 Door
			3=Room 2 Door
			4=Room 3 Door
			5=Room 1 Alarm
			6=Room 2 Alarm
			7=Room 3 Alarm
			8=Master Alarm

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Room Door Source Selection			
Object Type, Instance	Object Name	Writable?	Data Source Options
Multistate Value-107	Room 1 Door Source	✓	1=NONE
Multistate Value-108	Room 2 Door Source	✓	2=On-Board UI-1
Multistate Value-109	Room 3 Door Source	✓	3=On-Board UI-2 4=On-Board UI-3

Room Pressure Mode Selection			
Object Type, Instance	Object Name	Writable?	Pressure Mode Options
Multistate Value-110	Room 1 Pressure Mode	Read-only	1=POS (Positive)
Multistate Value-111	Room 2 Pressure Mode	Read-only	2=NEG (Negative)
Multistate Value-112	Room 3 Pressure Mode	Read-only	3=NEU (Neutral)

Language Selection			
Object Type, Instance	Object Name	Writable?	Language Options
Multistate Value-113	Language Selection	✓	1=English 2=French

Setpoint Override Priority Selection			
Object Type, Instance	Object Name	Writable?	Override Priority Options
Multistate Value-114	BACnet Setpoint 1 Override Priority	✓	1=Priority Level 1 (Manual-Life Safety)
Multistate Value-115	BACnet Setpoint 2 Override Priority	✓	2=Priority Level 2 (Automatic Life-Safety)
Multistate Value-116	BACnet Setpoint 3 Override Priority	✓	3=Priority Level 3
Multistate Value-117	BACnet Setpoint 4 Override Priority	✓	4=Priority Level 4 5=Priority Level 5 (Critical Equipment Control) 6=Priority Level 6 (Minimum On/Off) 7=Priority Level 7 8=Priority Level 8 (Manual Operator) 9=Priority Level 9 10=Priority Level 10 11=Priority Level 11 12=Priority Level 12 13=Priority Level 13 14=Priority Level 14 15=Priority Level 15 16=Priority Level 16 17=NONE

Room Parameter Display Format Selection			
Object Type, Instance	Object Name	Writable?	Display Format Options
Multistate Value-122	Room 1 Badge 1 Display Format	✓	1=Read format from BACnet source (resolution)
Multistate Value-123	Room 1 Badge 2 Display Format	✓	2=1 (No decimal places)
Multistate Value-124	Room 1 Badge 3 Display Format	✓	3=0.1 (One decimal place)
Multistate Value-125	Room 1 Badge 4 Display Format	✓	4=0.01 (Two decimal places)
Multistate Value-126	Room 1 Badge 5 Display Format	✓	5=0.001 (Three decimal places)
Multistate Value-127	Room 1 Badge 6 Display Format	✓	6=0.0001 (Four decimal places)
Multistate Value-132	Room 2 Badge 1 Display Format	✓	
Multistate Value-133	Room 2 Badge 2 Display Format	✓	
Multistate Value-134	Room 2 Badge 3 Display Format	✓	
Multistate Value-135	Room 2 Badge 4 Display Format	✓	
Multistate Value-136	Room 2 Badge 5 Display Format	✓	
Multistate Value-137	Room 2 Badge 6 Display Format	✓	
Multistate Value-142	Room 3 Badge 1 Display Format	✓	
Multistate Value-143	Room 3 Badge 2 Display Format	✓	
Multistate Value-144	Room 3 Badge 3 Display Format	✓	
Multistate Value-145	Room 3 Badge 4 Display Format	✓	
Multistate Value-146	Room 3 Badge 5 Display Format	✓	
Multistate Value-147	Room 3 Badge 6 Display Format	✓	

Room Parameter Alarm Warning Mode Selection			
Object Type, Instance	Object Name	Writable?	Alarm Warning Mode Options
Multistate Value-155	Room 1 Badge 1 Alarm Warning Mode	✓	1=On Delay
Multistate Value-156	Room 1 Badge 2 Alarm Warning Mode	✓	2=On Deadband
Multistate Value-157	Room 1 Badge 3 Alarm Warning Mode	✓	
Multistate Value-158	Room 1 Badge 4 Alarm Warning Mode	✓	
Multistate Value-159	Room 1 Badge 5 Alarm Warning Mode	✓	
Multistate Value-160	Room 1 Badge 6 Alarm Warning Mode	✓	
Multistate Value-165	Room 2 Badge 1 Alarm Warning Mode	✓	
Multistate Value-166	Room 2 Badge 2 Alarm Warning Mode	✓	
Multistate Value-167	Room 2 Badge 3 Alarm Warning Mode	✓	
Multistate Value-168	Room 2 Badge 4 Alarm Warning Mode	✓	
Multistate Value-169	Room 2 Badge 5 Alarm Warning Mode	✓	
Multistate Value-170	Room 2 Badge 6 Alarm Warning Mode	✓	
Multistate Value-175	Room 3 Badge 1 Alarm Warning Mode	✓	
Multistate Value-176	Room 3 Badge 2 Alarm Warning Mode	✓	
Multistate Value-177	Room 3 Badge 3 Alarm Warning Mode	✓	
Multistate Value-178	Room 3 Badge 4 Alarm Warning Mode	✓	
Multistate Value-179	Room 3 Badge 5 Alarm Warning Mode	✓	
Multistate Value-180	Room 3 Badge 6 Alarm Warning Mode	✓	

Room Door Alarm Action Type			
Object Type, Instance	Object Name	Writable?	Door Alarm Action Options
Multistate Value-181	Room 1 Door Alarm Action Type	✓	1=Door Open Indicator only
Multistate Value-182	Room 2 Door Alarm Action Type	✓	2=Go into Standby
Multistate Value-183	Room 3 Door Alarm Action Type	✓	

Control Loop Objects			
Object Type, Instance	Object Name	Writable?	
Loop 1	Loop 1	✓	Configure Action, Integral and Proportional Constants
Loop 2	Loop 2	✓	
Loop 3	Loop 3	✓	
Loop 4	Loop 4	✓	

CharacterString Value Objects			
Object Type, Instance	Object Name	Writable?	String Limit Restrictions
Characterstring Value-1	Room 1 Label	✓	Limited to 12 characters.
Characterstring Value-2	Room 2 Label	✓	Limited to 12 characters.

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Characterstring Value-3	Room 3 Label	✓	Limited to 12 characters.
Characterstring Value-4	Room Profile 1 Label	✓	Limited to 12 characters.
Characterstring Value-5	Room Profile 2 Label	✓	Limited to 12 characters.
Characterstring Value-6	Room Profile 3 Label	✓	Limited to 12 characters.
Characterstring Value-7	Room Profile 4 Label	✓	Limited to 12 characters.
Characterstring Value-8	Room Profile 1 Banner Label	✓	Limited to 28 characters.
Characterstring Value-9	Room Profile 2 Banner Label	✓	Limited to 28 characters.
Characterstring Value-10	Room Profile 3 Banner Label	✓	Limited to 28 characters.
Characterstring Value-11	Room Profile 4 Banner Label	✓	Limited to 28 characters.
Characterstring Value-12	Technical Support ID	✓	Limited to 80 characters.
Characterstring Value-13	Audit Trail String 1	Read-only	Read-only
Characterstring Value-14	Audit Trail String 2	Read-only	Read-only
Characterstring Value-15	Audit Trail String 3	Read-only	Read-only
Characterstring Value-16	Audit Trail String 4	Read-only	Read-only
Characterstring Value-17	Audit Trail String 5	Read-only	Read-only
Characterstring Value-18	Operator Password	✓	Limited to 8 characters.
Characterstring Value-19	Room 1 Badge 1 Badge Name	✓	Limited to 12 characters.
Characterstring Value-20	Room 1 Badge 2 Badge Name	✓	Limited to 12 characters.
Characterstring Value-21	Room 1 Badge 3 Badge Name	✓	Limited to 12 characters.
Characterstring Value-22	Room 1 Badge 4 Badge Name	✓	Limited to 12 characters.
Characterstring Value-23	Room 1 Badge 5 Badge Name	✓	Limited to 12 characters.
Characterstring Value-24	Room 1 Badge 6 Badge Name	✓	Limited to 12 characters.
Characterstring Value-25	Room 2 Badge 1 Badge Name	✓	Limited to 12 characters.
Characterstring Value-26	Room 2 Badge 2 Badge Name	✓	Limited to 12 characters.
Characterstring Value-27	Room 2 Badge 3 Badge Name	✓	Limited to 12 characters.
Characterstring Value-28	Room 2 Badge 4 Badge Name	✓	Limited to 12 characters.
Characterstring Value-29	Room 2 Badge 5 Badge Name	✓	Limited to 12 characters.
Characterstring Value-30	Room 2 Badge 6 Badge Name	✓	Limited to 12 characters.
Characterstring Value-31	Room 3 Badge 1 Badge Name	✓	Limited to 12 characters.
Characterstring Value-32	Room 3 Badge 2 Badge Name	✓	Limited to 12 characters.
Characterstring Value-33	Room 3 Badge 3 Badge Name	✓	Limited to 12 characters.
Characterstring Value-34	Room 3 Badge 4 Badge Name	✓	Limited to 12 characters.
Characterstring Value-35	Room 3 Badge 5 Badge Name	✓	Limited to 12 characters.
Characterstring Value-36	s	✓	Limited to 12 characters.