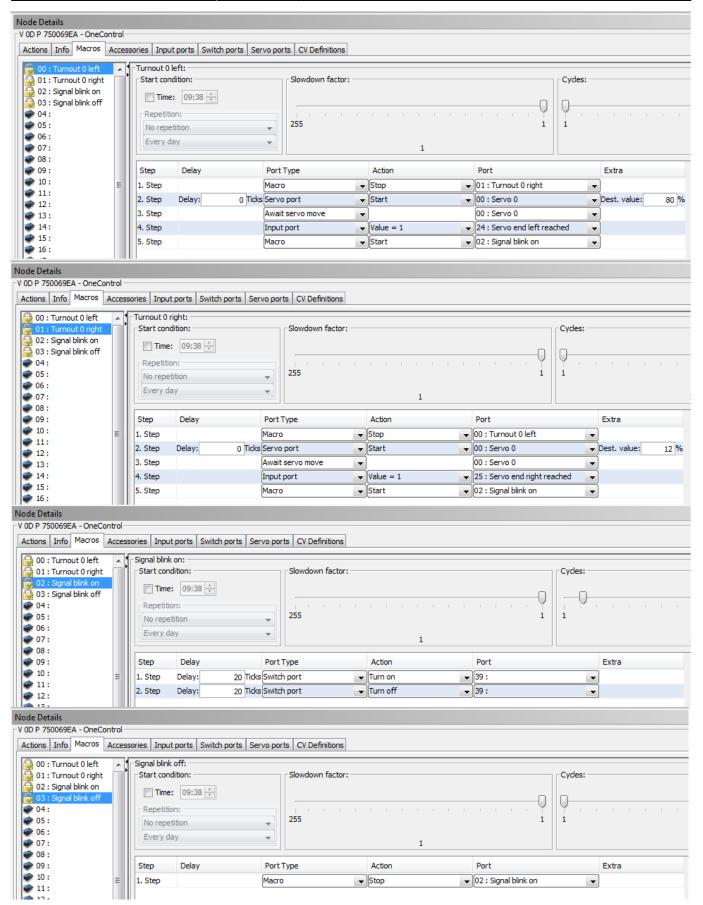
Mehr zu Makro und Accessory

In diesem Kapitel werden tiefergehende Erläuterungen zu Makro und Accessory beschrieben.

Accessory notify

The port type 'Accessory notify' must only be used if the accessory should send the result before the accessory has finished (really finished). The accessory is normally finished when the assigned macro has finished. But think of the case where the macro closes the gates of a railway crossing. The signal lights start blinking, the bars are moved down with the servo, they reach their end position and the signal lights should blink for some time. The following image shows the required macros.



If you assign the aspect of the accessory and press the test button, the accessory is in state 'pending' (the clock icon in the Wizard) until the input with name 'Servo end right reached' (or left reached) gets the value '1' (I tested with a shortcut on GPIO 0 which is port 25), and then reaches the state 'finished' (the green mark icon in the Wizard). If this input port does not get the value '1' then the accessory will not be signalled as finished and stays in 'pending' state.

If you want to signal that the accessory has finished earlier, for example because you added a sound that is played from start and during the bars going down, and 20s after the bars (the servo) reached the end position the sound should be turned off, then you could use the 'accessory notify'-actions.

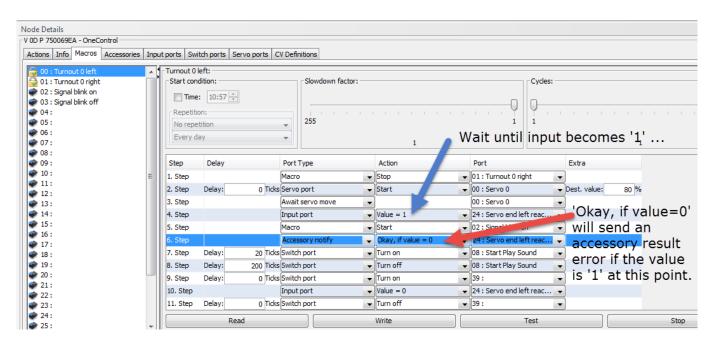
ode Details 0D P 750069EA - OneCon	trol											
	ccess	ories Input	t ports Switch ports Se	ervo ports	CV Definitions							
🔒 00 : Turnout 0 left		-Turnout 0 l	eft:									
01 : Turnout 0 right	٦H	-Start cond		Slo	wdown factor:				Cycles:			
02 : Signal blink on												
03 : Signal blink off		Time	09:38 ÷									
04:		Repetitio	on:					Y	Y .			
05:		No repe	tition	- 25	5			1	1			
🗭 06 :		Every da	ν	-								
07:		Livery de	-7			1					1	
208 :												
99 :		Step	Delay	PortType		Action		Port		Extra		
10:	Ξ	1. Step		Macro		Stop	-	01 : Turnout 0 right		•]		
<pre>11: 12:</pre>		2. Step	Delay: 0 Tick	s Servo port	: •	Start	-	00 : Servo 0		Dest. value:	80 %	
12:		3. Step		Await serv	o move 👻	•		00 : Servo 0				
14:		4. Step		Input port	-	Value = 1	•	24 : Servo end left rea	ached 🗸	า้		
15:		5. Step		Macro		Start		02 : Signal blink on	•	N/	o waits a	it th
🗭 16 :		6. Step	Delay: 20 Tid	s Switch por	+ -	Turn on		08 : Start Play Sound	•		or input	to
17:		7. Step		s Switch por		Turn off						10
18:		· ·						08 : Start Play Sound	•	get '0	·	
₱ 19: ₱ 20:		8. Step	Delay: 0 Tic	s Switch por		Turn on		39 :			Access	orv
20:		9. Step		Input port	-	Value = 0	•	24 : Servo end left rea	ached 🚽			
21:										stays	'pending	g
22:										until i	nput get	ts '(
24:												
25:	-	Read			Write			Test				S

You can use 'Accessory Notify' here because the train does not care if the sound has stopped playing, they only care about the fact, that the bars are down and the 'Switch servo right/left reached)' input is 'happy'. In this case you can use an 'accessory notify' step after the end position was reached (confirmed by the input), before the sound has finished (and therefore the macro has finished).

Node Details V 0D P 750069EA - OneContro	ol —											
Actions Info Macros Accessories Input ports Switch ports Servo ports CV Definitions												
01 : Turnout 0 right 02 : Signal blink on 03 : Signal blink off 04 : 05 :		Turnout 0 left: Start condition: Time: 09:38 ÷ Repetition: No repetition							The macro waits until the input port			
 06 :		Every day 👻				get			ets '1' before continue.			
 ● 08 : ● 09 : 		Step	Delay		Port Type		Action		Port		Extra	
<pre></pre>		1. Step			Macro	•	Stop	-	01 : Turnout 0 right	•]	
12:	Ш	2. Step	Delay:	0 Ticks	Servo port	•	Start	-	00 : Servo 0	-	Dest. value: 80 %	
🗬 13 :	Ш	3. Step			Await serv				00 : Servo 0	•		
 № 14: ● 15: 	Ш.	4. Step			Input port		Value = 1		24 : Servo end left reached	•	This shaw	
■ 15: ● 16:	Ш.	5. Step			Macro		Start		02 : Signal blink on	•	This step	
17:	Ш.	6. Step			Accessory		Okay (always)				the acces	sory
218 :	Ш.	7. Step	Delay:		Switch port		Turn on		08 : Start Play Sound	•	change to)
19:	Ш.	8. Step	Delay:	200 Ticks	Switch port	t 🔻	Turn off		08 : Start Play Sound	-	'finished'	
 20:		9. Step	Delay:	-	Switch port		Turn on		39 :	•		
22: 'Open' ir	nbi	H HB	let the	macr	Input port		Value = 0	•	24 : Servo end left reached	•	the macro	o nas
23: finiah ha												
24: IIIISN De ≥ 25:		use n		ad	ere.		Write		Tes	st		Stop

Accessory notify - ' Okay, if value = 0 / 1'

In the macro below the accessory will always be finished with an error because in step 4 the input 'Servo end left reached' waits until it becomes '1' and some ms later the check in step 6 for the same input with a value = '0' is performed. So the Action should be interpreted as 'Return result Okay, if value = '0' and error otherwise'.



Change I/O behaviour of input port

You can switch between INPUT_PULLUP and INPUT_PULLDOWN only in the CV Definitions-Tab.

- 1. Load the CV values from the node (see the steps here)
- 2. Change the Bit 1 of GPIO port you want to change (press Memorize before store the changes back on the node)
- 3. Restart of the node is required (use context menü of the node)
- 4. After restart the I/O Behaviour of the port has changed.

D P 750069EA - OneControl					
tions Info Macros Accessories Input ports S	Switch ports S	ervo ports CV Defi	nitions		
Description	CV	Value	New value	Mode	Info from XML-File
DCC accessory address base	34	8	-	RW	A XML file BiDiBCV-13-117.xml
DCC accessory address range	35	4	-	RW	XML THE BIDIBCV-13-117.Xml
Common settings					Version 0.24 Last change 24.03.2017
Recover accessory aspect on power up	71	1	-	RW	
Servos					Author mos
Accessories					Description BiDiBOne-OneControl
Power outputs					
GPIO					
⊡-GPIO 0					Memorize Reset
Configuration	437	3	-	RW	
	438	0	-	RW	Configuration (CV440)
GPIO 1					1 A reboot of the node is required if the value is
- Configuration	440	1	-	RW	
	441	0	-	RW	Bit 0 💟 Direction: 0=output, 1=input
GPIO 2					Dit 1 Delevity (new t) 0 and in high 1 and in high
Configuration	443	1	-	RW	Bit 1 Polarity (input): 0=active-high, 1=active-low
	444	0	-	RW	Bit 2
GPIO 3					
Configuration	446	3	-	RW	Bit 3 🗌 🔪
	447	0	-	RW	
GPIO 4					Bit 4 Change this flag to
Configuration	449	3	-	RW	Bit 5 Change this flag to
	450	0	-	RW	switch between
GPIO 5					Bit 6
Configuration	452	3	-	RW	Bit 7 INPUT_PULLUP/
	453	0	-	RW	
GPIO 6					T CLEBOWI

After Restart:

ode Details 0D P 750069EA - OneControl Actions Info Macros Accessories Input ports Switch	ports Servo ports CV Definitions			
Input	I/O Behaviour	SwitchOff Time	Port	Status
24 : Servo end left reached	INPUT_PULLUP	- 0	式 GPIO 0	
25 : Servo end right reached	INPUT_PULLDOWN	v 0	式 GPIO 1	
26 :	INPUT_PULLDOWN	v 0	式 GPIO 2	
27 :	INPUT_PULLUP	▼ 0	式 GPIO 3	
28 :	INPUT_PULLUP	- 0	鸿 GPIO 4	

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