

BMXHA7E_15.lib	Shortinfo
HA7E_DebugOut_String	<i>Send debug messages via UDP</i>
HA7E_Init	<i>include HA7E and prepare for eventual debugging</i>
HA7E_Sensor	<i>includes a sensor</i>
CHGLibrary_FritzBox.lib	Shortinfo
FritzBoxCallMonitor	<i>FritzBoxCallMonitor-Makro - please read macro description.</i>
EnergexCodingContest.lib	Shortinfo
Alarmer	<i>Alarmer-Makro - please read makro description.</i>
AlarmMelder	<i>Alarm system monitoring contacts, movements and sabotage inputs</i>
FlashSetAndSaveF16	<i>Float16 remanent speichern</i>
FlashSetAndSaveF32	<i>Float32 remanent speichern</i>
FlashSetAndSaveS16	<i>Signed16 remanent speichern</i>
FlashSetAndSaveS32	<i>Signed32 remanent speichern</i>
FlashSetAndSaveU32	<i>Float32 remanent speichern</i>
Irrigation_over_MoistureSensor	<i>Control irrigation with moisture sensor in the ground and the EibPC</i>
Irrigation_over_WeatherStation	<i>Control irrigation with weather station and the EibPC</i>
PB_Triggered_ArmingReq	<i>Alarm system arming request generation via push-button triggers</i>
PrepareFlashF32	<i>Float32 remanent speichern</i>
PrepareFlashS16	<i>Signed16 remanent speichern</i>
PrepareFlashS32	<i>Signed32 remanent speichern</i>
PrepareFlashSystem	<i>PrepareFlashF16</i>
PrepareFlashU32	<i>Unsigned32 remanent speichern</i>
SendSMSViaClickatell	<i>SendSMSViaClickatell</i>
ShutterVentilationLogic	<i>shutter ventilation logic</i>
UnixTime	<i>Aktuelle Werte für Zeit und Datum ermitteln und als UnixTime zurückgeben</i>
UnixTimeToVar	<i>ToUnixTime</i>
EnergexCommandFusionENG.lib	Shortinfo
CommandFusion	<i>Connecting the EibPC with Command Fusion.</i>
Join2Command	<i>Join to execute commands with short and long buttonpush.</i>
Join2DimmerAlternate	<i>Join to execute commands with short and long button press, to operate a dimmer gradually.</i>
Join2Rollo	<i>Join to execute commands with short and long button press. There are two GAs and two sepearate commands are given.</i>
Join2Var	<i>Join "pushbutton" for any variable, e.g. 1-Bit variable: "push ON release OFF" with special Statusobjekt</i>
JoinCommand	<i>Join to execute commands.</i>
JoinDimmer	<i>Join for a dimmer</i>
JoinMinMax2GA	<i>Join for a analog value with Min-Max Declaration - with StatusGA</i>
JoinMinMax	<i>Join for a analog value with Min-Max Declaration</i>
JoinPushOff	<i>Join "pushbutton" for a 1-Bit GA, "push OFF"</i>
JoinPushOn	<i>Join "pushbutton" for a 1-Bit GA, "push ON"</i>
JoinStatus	<i>Join for the display of a GA or variable</i>
JoinToggle2GA	<i>Join "toggle" for a 1 Bit GA, with special status object</i>
JoinToggle2Var	<i>Join "toggle" for a 1-Bit variable with special status object</i>
JoinToggleGA	<i>Join "toggle" for a 1-Bit GA</i>
JoinToggleVar	<i>Join "toggle" for a 1-Bit variable</i>
JoinVar	<i>Join "pushbutton" for any variable, e.g. 1-bit variable "push ON release OFF"</i>

EnergexENG.lib	Shortinfo
ClockSynchronisation	<i>Synchronise daily at 3:00am</i>
Dewpoint	<i>Dewpointcalculation</i>
DoubleClick	<i>One Key with DoubleClick</i>
DoubleClickUM	<i>One Key with DoubleClick (toggled)</i>
FloatToPercent	<i>Converts a float value to percent</i>
ForLoop	<i>For-loop</i>
kWh	<i>simple electricity counter from mA actor signal</i>
kWh_Simple	<i>simple electricity counter from mA actor signal, voltage 230V and Cosinus-PHI = 1</i>
LinkGaToVar	<i>Links the value of a group address to the value of a variable. Used in visualisation wizard.</i>
Longkeypress	<i>Evaluating short and long keypress</i>
LongkeypressGA	<i>Evaluating short and long keypress</i>
Online	<i>Displays how long the EibPC is online.</i>
PercentToFloat	<i>Converts a percent value to a float</i>
PIHeatRuler	<i>PIruler for Heating with percent value</i>
PIHeatRulerGA	<i>PIruler for Heating with percent value and cycle output to the group address</i>
PIRoomControllerGA	<i>Heating controller with flash memory</i>
PIRoomControllerVar	<i>Heating controller with stored parameters in flash memory. Used in visualisation wizard.</i>
ReadFlag	<i>set readflag at EibPC</i>
round	<i>a float number is rounded off or an</i>
TranslateSettimeENG	<i>Translates settime() into an english string, it's saved in the variable you declare</i>
Valve	<i>pulse-width modulation of a valve controlling through RTR</i>
WhileLoop	<i>While-Loop</i>
WOL	<i>Wake on Lan</i>
EnergexFlashENG.lib	Shortinfo
FlashCycleGA	<i>Use of flash memory for data recording remanente</i>
VisuFlash	<i>Visualization of data from recording data remantenter</i>
VisuFlashHistory	<i>Visualization of stored data from the flash at remantenter data recording.</i>
EnergexLight.lib	Shortinfo
ComfortDimmer	<i>Dimmer, switchable through motion sensor or switcher. The value of the dimmer can be set up differently for day and night.</i>
DawnSwitcher	<i>Dawn switcher, which switches on a lightactor at darkness and off at brightness</i>
DawnSwitcherTimer	<i>Dawn switcher which controls a Lightactor depending on the time and brightness</i>
MotionSensorlockable	<i>Motion sensor, manually bridgeable.</i>
StairsLight	<i>Stairslight with ON-pushbutton</i>
Wakeuplight	<i>To dim the dimmer to a certain value in a certain time at a certain time</i>

EnergexLogic.lib	Shortinfo
AND2	AND-link with 2 inputs
AND3	AND-link with 3 inputs
AND4	AND-link with 4 inputs
AND8	AND-link with 8 inputs
NOT_AND2	NOT_AND-link with 2 inputs(inversion of AND)
NOT_AND3	NOT_AND-link with 3 inputs(inversion of AND)
NOT_AND4	NOT_AND-link with 4 inputs(inversion of AND)
NOT_AND8	NOT_AND-link with 8 inputs(inversion of AND)
NOT_OR2	NOT_OR-link with 2 inputs(inversion of OR)
NOT_OR3	NOT_OR-link with 3 inputs(inversion of OR)
NOT_OR4	NOT_OR-link with 4 inputs(inversion of OR)
NOT_OR8	NOT_OR-link with 8 inputs(inversion of OR)
OR-link with 2 inputs	Join "Taster" für eine 1-Bit GA, "Drücken EIN"
OR2	OR-link with 2 inputs
OR3	OR-link with 3 inputs
OR4	OR-link with 4 inputs
OR8	OR-link with 8 inputs
EnergexOneWireENG.lib	Shortinfo
HA7E	Embedding the HA7E adapter
Initialise	Initialising the HA7E
OWextender	Sensor query with OW-Extender
OWextenderGA	Sensor query with OW-Extender
Temperature	Reading periodically the temperature from a sensor
TemperatureGASync	Reads cyclically the temperature from a sensor and send it to a group address.
TemperatureSync	Reads cyclically the temperature from a sensor.
EnergexPhyMonitorENG.lib	Shortinfo
PhyGAMonitor	\$device group address monitor
PhyGAMonitorTime	\$Actor watchdog
PhyMonitor	\$device monitor
EnergexPresence.lib	Shortinfo
InternalScheduler	Nur für interne Zwecke
InternalSchedulerD	Nur für interne Zwecke
InternalSchedulerH	Nur für interne Zwecke
InternalSchedulerW	Nur für interne Zwecke
Rec_GA	record group address in simulation
Scheduler_2Weeks	presence simulation - basismacro

EnertexRussoundENG.lib	Shortinfo
GetBalance	<i>Get current balance and write it to variable Name^GetBalance</i>
GetBass	<i>Get current bass and write it to variable Name^GetBass</i>
getChecksumForGet	<i>Internal macro to compute a checksum.</i>
getChecksumForGetExtended	<i>Internal macro to compute a checksum.</i>
getChecksumForSet	<i>Internal macro to compute a checksum.</i>
getChecksumForSetExtended	<i>Internal macro to compute a checksum.</i>
GetLoudness	<i>Get current loudness and write it to variable Name^GetLoudness</i>
GetTreble	<i>Get current treble and write it to variable Name^GetTreble</i>
GetTurnOnVolume	<i>Get current turn on volume and write it to variable Name^TurnOnVolume</i>
GetVolume	<i>Get current volume and write it to variable Name^GetVolume</i>
InitRussound	<i>Integrate Russound via Moxa</i>
ReadAnswer	<i>internal macro to read UDP telegrams.</i>
ReadData	<i>Macro for debug</i>
SendCommand	<i>Internal macro to send commands</i>
SendQuery	<i>Internal macro to send queries.</i>
SetBalanceRussound	<i>Change balance step by step</i>
SetBassRussound	<i>Change bass step by step.</i>
SetLoudnessRussoundToggle	<i>Turns loudness on and off (toggle)</i>
SetStateRussoundToggle	<i>Set the state of a zone for a particular controller</i>
SetTrebleRussound	<i>Change treble step by step</i>
SetTurnOnVolumeRussound	<i>Change turn on volume step by step</i>
SetVolumeRussound	<i>Change volume step by step</i>
EnertexSceneENG.lib	Shortinfo
Scene3Module	<i>Define a scene module with 3 group addresses or variables.</i>
Scene3PresetNr	<i>Predefine a scene number of a scene module</i>
Scene5Module	<i>Define a scene module with 5 group addresses or variables.</i>
Scene5PresetNr	<i>Predefine a scene number of a scene module</i>
Scene10Module	<i>Define a scene module with 10 group addresses or variables.</i>
Scene10PresetNr	<i>Predefine a scene number of a scene module</i>
Scene20Module	<i>Define a scene module with 20 group addresses or variables.</i>
Scene20PresetNr	<i>Predefine a scene number of a scene module</i>
EnertexShadowing.lib	Shortinfo
ShadowingBladeBlindEast	<i>Blind and slat shade of an east window. Blade parameterization: 0%: slats completely closed.</i>
ShadowingBladeBlindEastInverse	<i>Blind and slat shade of an east window. Blade parameterization: 100%: slats completely closed.</i>
ShadowingBladeBlindSouth	<i>Blind and slat shade of an south window. Blade parameterization: 0%: slats completely closed.</i>
ShadowingBladeBlindSouthInverse	<i>Blind and slat shade of an south window. Blade parameterization: 100%: slats completely closed.</i>
ShadowingBladeBlindSouthWest	<i>Blind and slat shade of an south-west window. Blade parameterization: 0%: slats completely closed.</i>
ShadowingBladeBlindSouthWestInverse	<i>Blind and slat shade of an south-west window. Blade parameterization: 100%: slats completely closed.</i>
ShadowingBladeBlindWest	<i>Blind and slat shade of an west window. Blade parameterization: 0%: slats completely closed.</i>
ShadowingBladeBlindWestInverse	<i>Blind and slat shade of an west window. Blade parameterization: 100%: slats completely closed.</i>
ShadowingBlind	<i>Blind-shadowing of a window. The orientation in degree has to be known.</i>
ShadowingBlinddegreeTime	<i>Blind-shadowing of a window with after run time. The orientation in degree has to be known.</i>
ShadowingBlindEast	<i>Blind-shadowing of an East-window. The actor has a group address saving the stored shadowing level.</i>
ShadowingBlindEastTime	<i>Blind-shadowing of a East-window with adjustable run-up time for light incidence at shadowing.</i>
ShadowingBlindSouth	<i>Blind-shadowing of a south-window. The actor has a group address saving the stored shadowing level.</i>
ShadowingBlindSouthEast	<i>Blind-shadowing of a south-East-window. The actor has a group address saving the stored shadowing level.</i>
ShadowingBlindSouthEastTime	<i>Blind-shadowing of a south-East-window with adjustable run-up time for light incidence at shadowing.</i>
ShadowingBlindSouthTime	<i>Blind-shadowing of a south-window with adjustable run-up time for light incidence at shadowing.</i>
ShadowingBlindSouthWest	<i>Blind-shadowing of a south-West-window. The actor has a group address saving the stored shadowing level.</i>
ShadowingBlindSouthWestTime	<i>Blind-shadowing of a south-West-window with adjustable run-up time for light incidence at shadowing.</i>
ShadowingBlindWest	<i>Blind-shadowing of a West-window. The actor has a group address saving the stored shadowing level.</i>
ShadowingBlindWestTime	<i>Blind-shadowing of a West-window with adjustable run-up time for light incidence at shadowing.</i>
ShadowingRoofSlat	<i>slats-shadowing of a roofwindow at declaration of the shadowing angle.</i>

ShadowingRoofSlatEast	<i>slats-shadowing of a East-roof-window.</i>
ShadowingRoofSlatSouth	<i>slats-shadowing of a south-roof-window.</i>
ShadowingRoofSlatSouthEast	<i>slats-shadowing of a south-East-roof-window.</i>
ShadowingRoofSlatSouthWest	<i>slats-shadowing of a south-West-roof-window.</i>
ShadowingRoofSlatWest	<i>slats-shadowing of a West-roof-window.</i>
ShadowingSlat	<i>slats-shadowing of a window at declaration of the shadowing angle</i>
ShadowingSlatEast	<i>slats-shadowing of an East-window.</i>
ShadowingSlatEastInverse	<i>slats-shadowing of an East-window. Slat parameterization: 100%: slates fully closed.</i>
ShadowingSlatInverse	<i>slats-shadowing of a window at declaration of the shadowing angle</i>
ShadowingSlatSouth	<i>slats-shadowing of a south-window.</i>
ShadowingSlatSouthEast	<i>slats-shadowing of a south-East-window.</i>
ShadowingSlatSouthEastInverse	<i>slats-shadowing of a south-East-window. Slat parameterization: 100%: slates fully closed.</i>
ShadowingSlatSouthInverse	<i>slats-shadowing of a south-window. Slat parameterization: 100%: slates fully closed.</i>
ShadowingSlatSouthWest	<i>slats-shadowing of a south-West-window.</i>
ShadowingSlatSouthWestInverse	<i>slats-shadowing of a south-West-window. Slat parameterization: 100%: slates fully closed.</i>
ShadowingSlatWest	<i>slats-shadowing of a West-window.</i>
ShadowingSlatWestInverse	<i>slats-shadowing of a West-window. Slat parameterization: 100%: slates fully closed.</i>
EnertexSonosBetaENG.lib	Shortinfo
GetBalanceSonos	<i>Get current balance</i>
GetBassSonos	<i>Get current bass</i>
GetTrebleSonos	<i>Get current treble</i>
GetVolumeSonos	<i>Get current volume</i>
SetBalanceSonos	<i>Change balance step by step.</i>
SetBassSonos	<i>Change bass step by step.</i>
SetChangeSongSonos	<i>Switch to next or previous song</i>
SetMuteSonosToggle	<i>Change between mute ON and OFF</i>
SetPlaylistSonos	<i>Play the specified playlist station.</i>
SetRadioSonos	<i>Play the specified radio station.</i>
SetStateSonosToggle	<i>Change between PLAY and STOP</i>
SetTrebleSonos	<i>Change treble step by step</i>
SetVolumeSonos	<i>Change volume step by step</i>
Sonos	<i>Sonos initialisation</i>
EnertexSqueezeboxENG.lib	Shortinfo
CommandGA	<i>Sending an arbitrary command through an actor to the squeezebox</i>
CommandVAR	<i>Sending an arbitrary command through a variable to the squeezebox</i>
DisplayStringGA	<i>Sends a string to the display through an actor</i>
DisplayStringVar	<i>Sends a string through a variable to the display</i>
DisplayValueCycle	<i>Sends a value periodically to the display</i>
DisplayValueGA	<i>Sends a value through an actor to the display.</i>
DisplayValueVar	<i>Sends a value through a variable to the display.</i>
ForwardGA	<i>Forward is sent to the squeezebox through an actor</i>
ForwardVAR	<i>Forward is sent to the squeezebox through a variable</i>
IndexGA	<i>Through an actor a given song will be played</i>
IndexVAR	<i>Through a variable a given song will be played</i>
PauseGA	<i>Pause is sent to the squeezebox through an actor</i>
PauseVAR	<i>Pause is sent to the squeezebox through a variable</i>
PlayGA	<i>play is sent to the squeezebox through an actor</i>
PlayVAR	<i>Play is sent to the squeezebox through a variable</i>
PowerGA	<i>The squeezebox is switched on and off through an actor</i>
PowerSwitch	<i>Switching the squeezebox with switch</i>
PowerVAR	<i>The squeezebox is switched on and off through a variable</i>
RewindGA	<i>Rewind is sent to the squeezebox through an actor</i>
RewindVAR	<i>Rewind is sent to the squeezebox through a variable</i>
Ruler	<i>You control the volume of the squeezebox through a ruler.</i>
SignalGA	<i>A signal is played through an actor</i>
SignalVar	<i>Die Squeezebox spielt über eine Variable ein Signal ab</i>
Squeezebox	<i>Initialising the squeezebox</i>
EnertexTimeswitchesV2.lib	Shortinfo

At_Sunrise	<i>Switching the actor at sunrise</i>
At_Sunrise_Capped	<i>Switching the actor at sunrise or the latest at a determined time</i>
At_Sunrise_Capped_withRelease	<i>Switching the actor at sunrise or the latest at a determined time</i>
At_Sunset	<i>Switching the actor at sunset</i>
At_Sunset_Capped	<i>Switching the actor at sunset or the latest at a determined time</i>
At_Sunset_Capped_withRelease	<i>Switching the actor at sunset or the latest at a determined time</i>
DayTimeswitch	<i>Switching a group address every day at a determined time.</i>
DayTimeswitch_2GA	<i>Switching two group addresses every day at a determined time</i>
SunriseEarliest	<i>Switching an actor at sunrise but not before a given time.</i>
TimeswitchMidnight	<i>Timeswitch with which you can switch an actor on and off, as well over midnight</i>
WeekTimeswitch	<i>Switching a group address every week at a determined time.</i>
WeekTimeswitch_2GA	<i>Switching two group addresses every week at a determined time</i>
EnerterxTimingElements.lib	Shortinfo
switch_delay	<i>switching an actor with any value, timer isn't able to restart</i>
switch_delay_with_restart	<i>switching an actor with any value, timer is able to restart</i>
switch_off_delay_1	<i>switch-off delay with one actor, timer isn't able to restart</i>
switch_off_delay_2	<i>switch-off delay with two actors, timer isn't able to restart</i>
switch_off_delay_with_restart_1	<i>switch-off delay with one actor, timer is able to restart</i>
switch_off_delay_with_restart_2	<i>switch-off delay with two actors, timer is able to restart</i>
switch_on_delay_1	<i>switch-on delay with one actor, timer isn't able to restart</i>
switch_on_delay_2	<i>switch-on delay with two actors, timer isn't able to restart</i>
switch_on_delay_with_restart_1	<i>switch-on delay with one actor, timer is able to restart</i>
switch_on_delay_with_restart_2	<i>switch-on delay with two actors, timer is able to restart</i>
EnerterxWebENG.lib	Shortinfo
MultiButton2	<i>To implement a mbutton or mshifter with two GA</i>
MultiButton3	<i>To implement a mbutton or mshifter with three GA</i>
MultiButton4	<i>To implement a mbutton or mshifter with four GA</i>
MultipageButton2	<i>To implement a mpbutton or mpshifter with two GA</i>
MultipageButton3	<i>To implement a mpbutton or mpshifter with three GA</i>
MultipageButton4	<i>To implement a mpbutton or mpshifter with four GA</i>
Roomcontroller	<i>Roomcontroller</i>
SliderDimmer	<i>Controlling a dimmer with a Slider</i>
ToggleButton	<i>To implement a toggle</i>
ToggleShifter	<i>To implement a toggle</i>
TwoBlinds	<i>Controlling two blinds</i>
Webtimer	<i>to control a timer through the webserver</i>
EnerterxWebENGv3.lib	Shortinfo
Blind	<i>Controlling a blind</i>
BlindsWithSlats	<i>to control blinds with slat via webserver</i>
DateDisplay	<i>date display via webserver</i>
DisplayState	<i>Displays state over WebServer</i>
GetInfoButton	<i>Controlling a page button. With push the button, the value is displayed.</i>
HeatingPChart	<i>XY-Diagram for webserver, scaling optimized for heating values.</i>
Holidaycalendar	<i>Visualizing an Holidaycalendar</i>
HolidayExecute	<i>Realising the Holidaycalendar</i>
LightDisplayButton	<i>Display the current light value.</i>
MinMaxTemperatureDisplayButton	<i>display the min and max temperature of a day</i>
MultiButton2	<i>To implement a mbutton or mshifter with two GA - OBSOLETE next generation: ToggleMultiButton2</i>
MultiButton3	<i>To implement a mbutton or mshifter with three GA - OBSOLETE next generation: ToggleMultiButton3</i>
MultiButton4	<i>To implement a mbutton or mshifter with four GA - OBSOLETE next generation: ToggleMultiButton4</i>

MultipageButton2	To implement a mbutton or mpshifter with two GA - OBSOLETE next generation: ToggleMultiPageButton2
MultipageButton3	To implement a mbutton or mpshifter with three GA - OBSOLETE next generation: ToggleMultiPageButton3
MultipageButton4	To implement a mbutton or mpshifter with four GA - OBSOLETE next generation: ToggleMultiPageButton4
OnlineDisplayButton	Display the EibPC online time.
Roomcontroller	Roomcontroller
RoomcontrollerVar	Roomcontroller web element connected to 8-Bit room controller variable. Used in visualisation wizard.
SliderDimmer	Controlling a dimmer with a Slider
SliderDimmerButton	Controlling a dimmer with a Slider and its toggle button
SliderTemperature	Changing a temperature group address with a slider
SliderTemperatureVar	Changing a temperature group address with a slider
SunriseSunsetRainSignalDisplayButton	Display state for sunrise, sunset and rain.
TemperaturePChart	XY-Diagram for webserver.
ThreeBlinds	Controlling three blinds
ThreeBlindsWithSlats	to control three blinds with slat via webserver
ThreeWindowContacts	Displays state of three window contact via webserver
TimeDisplay	time display via webserver
ToggleButton	To implement a toggle
ToggleButtonState	To implement a toggle with declaring the states of the icon
ToggleButtonsTwoIconsVar	Implementation of a button with 2 Icons to toggle a variable
ToggleButtonVar	To implement a toggle with declaring the states of the icon
ToggleMultiButton2	To implement a mbutton or mshifter with two GA
ToggleMultiButton3	To implement a mbutton or mshifter with three GA
ToggleMultiButton4	To implement a mbutton or mshifter with four GA
ToggleMultipageButton2	To implement a page respective mbutton or mpshifter with two GAs
ToggleMultipageButton3	To implement a page respective mbutton or mpshifter with three GAs
ToggleMultipageButton4	To implement a page respective mbutton or mpshifter with four GAs
ToggleShifter2	Controlling a pshifter with two elements
ToggleShifter	To implement a toggle showing the date
ToggleShifterState	To implement a toggle showing the date and with declaring the states of the icon
TwoBlinds	Controlling two blinds
TwoBlindsWithSlats	to control two blinds with slat via webserver
TwoWindowContacts	Displays state of two window contact via webserver
WebSettingValueGA	Controls a value change via WebServer
WebTimer	to control a timer through the webserver
WebTimerDaySelection	To implement a day selection for a timer
WebTimerExecuting	A webtimer controls a GA
WindDisplayButton	Display the current wind speed.
WindowContact	Displays state of a window contact via webserver
WriteCyclicInTimebuffer	Writes the average of a variable cyclic to the timbuffer uTimeBufferID. Used in visualisation wizard. Min. EibPC FW V3.000 required
EnergexWigaENG.lib	Shortinfo
awning_outside	to control the awning in the winter garden depending on the outside temperature
awning_outside_and_inside	to control the awning depending on the outside and inside temperature
ventilation_dewpoint	winter garden ventilation depending on the dewpoint