

nLiGHT ECLYPSE BACnet Object System Controller User Guide

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Instruction

The nLight ECLYPSE™ controller is a BACnet Building Controller (B-BC) certified device that acts as the IP interface for an nLight lighting control system, including support for both nLight and nLight AIR devices. It provides a BACnet interface (optional) that is BACnet Testing Laboratories (BTL) listed for system integration to a building management system through BACnet/IP and BACnet MS/TP.

The following chart provides the available BACnet object types and description of each object.

Object Name	Ty pe	Units	Ran ge	Re ad	W rit e	C OV	Inactive State (0)	Active State (1	Notes
Occupied (Px)	ВІ	_	-	x	_	x	Unoccupi ed	Occupie d	The occupancy state provides f eedback on whether an occupancy sensor is occupied o r unoccupied (e.g. nCM PDT 9, r CMS, rCMSB).For multi-pole occupancy sensors (e.g. nCM 9 2 P), two BACnet objects will be a vailable.
Relay State (Px)	B V	-	_	х	х	х	Relay Op en	Relay C losed	The relay state provides feedback on whether the relay in a device is open or closed (e.g., nPP16 D, rPP20 D, rLSXR).
Dimming Output L evel (Px)	A	Perce ntage	0 - 100	X	X	х	_	_	The dimming output level provid es the intensity of a dimming de vices (e.g. nPP16 D, nLight Ena bled Fixture, nSP5 PCD, nIO D, rPP20 D, rLSXR).
Measured Light Le vel	AI	Foot- Candl es	0 – 212	х	_	х	_	_	The measured light level provides an analog foot-candle r eading from a device with a phot ocell (e.g. nCM ADCX, rES 7, rC MS, rCMSB, rLSXR).

Photocell Inhibiting (Px)	ВІ	_	_	X	_	x	Not Inhib iting	Inhibitin g	When a photocell device is prog rammed to turn lights off or inhib it lights from turning on, photocel I inhibiting provides indication w hen the photocell has provided t his "off/inhibit" command. This p oint is available with nLight devices only (e.g. nCM PC, rCMS, r CMSB).
Active Load	AI	Watts	0 – 443 2	x	_	X	_	_	The active load provides an analog power consumption read ing of the lighting load connecte d to a device with the current mo nitoring feature (e.g. nPP16 IM, r PP20 D IM, rLSXR, rSBOR).
Dimming Input Lev el	AI	Perce ntage	0 - 100	X	_	x	-	_	The dimming input level provide s an analog reading of the input percentage on the signal to an input device. This point is available with nLight devices only (e.g. nIO 1S).
Online	ВІ	_	_	Х	_	х	Device O ffline	Device Online	The online status provides indic ation whether a device is comm unicating with nLight ECLYPSE controller or not.
System Profile1	B V	_	_	Х	Х	X	Profile In active	Profile Active	The system profile object provid es feedback on whether a profil e is active/inactive.

		I	1			1	I	I	1
Channel Occupied 1	ВІ	_	_	x	_	x	Unoccupi ed	Occupie d	Aggregate state of all occupancy sensors broadcastin g on an occupancy channel: Un occupied = all occupancy sensors on the channel are unoccupied. Occupied = one or more occupancy sensors on the channel are occupied.
Channel Relay Sta te1	B V	_	_	х	х	х	Inactive	Active	The channel relay state provides feedback on whether the relays in a channel are open or closed.
Channel Dimming Output Level1	A V	Perce ntage	0 – 100	x	x	X	_	_	This value represents the avera ge of all dimming output levels on the respective switch channel. Writing to this value is the equivalent of sending an nLight switch "go to level" command.
Automated Deman d Response Level	M S	Level	1 – 4	x	_	x	_	_	This setting is only exposed if a valid license for ADR has been added to an ECLYPSE. This value represents the current status of a system responding to demand response.
System Input State	B V	-	_	x	_	х	Inactive	Active	The system input state represents the current status of a dry contact output that has been connected to an input device.
System Input Level	A V	_	0-1 00	х	_	х	-	_	The system input level represent s the current status of an analog output that has been connected to an input device.

Px: Indicates device pole. Most devices only have a single pole **(P1)**, devices with secondary pole will display P1 and P2.

COV: Object is capable of providing "Change of Value" notification

MS: Multistate

BV = Binary Value BI = Binary Input AV = Analog Value AI = Analog Inp

NOTE

A BACnet object is available after a user has completed programming of the initial artifact (profile, channel, etc.).

For additional information on nLight ECLYPSE BACnet integration, please see the **nLight ECLYPSE B-BC PICS** document.

Documents / Resources



nLiGHT ECLYPSE BACnet Object System Controller [pdf] User Guide ECLYPSE BACnet, ECLYPSE BACnet Object System Controller, Object System Controller, System Controller

References

• Macuity Brands | Lighting, Controls, and Building Management Solutions

Manuals+,