

# KWL Pluggit

```
//
// @author Helge Klug
// @copyright Copyright (c) 2018 Helge Klug
// @version 1.10
//
// @see
http://www.pluggit.com/fileserver/files/1413/609560454939420/21_10_2013_modbus_addresses.pdf

// Register: 40025 | prmFWVersion | UINT | Read | FW Version: Major(8bits) and Minor (8bi
// Register: 40101 | prmHALTaho1 | Float | Read | Fan1 rpm
// Register: 40103 | prmHALTaho2 | Float | Read | Fan2 rpm
// Register: 40109 | prmDateTime | UINT | Read | Current Date/time in Unix time
// Register: 40109 | prmDateTimeSet | UINT | Write | New date/time in Unix time
// Register: 40133 | prmRamIdxT1 | Float | Read | Outdoor temperature T1, °C
// Register: 40135 | prmRamIdxT2 | Float | Read | Supply temperature T2, °C
// Register: 40137 | prmRamIdxT3 | Float | Read | Extract temperature T3, °C
// Register: 40139 | prmRamIdxT4 | Float | Read | Exhaust temperature T4, °C
// Register: 40161 | prmPreheaterDutyCycle | UINT | Read | Power of Preheater in %
// Register: 40169 | prmRamIdxUnitMode | UINT | Write | Active Unit mode:
// | Read | Demand Mode 0x0002 2
// | Manual Mode 0x0004 4
// | WeekProgram Mode 0x0008 8
//
// | Away Mode Start 0x0010 16
// | Away Mode End 0x8010 40169
//
// | Fireplace Mode Start 0x0040 64
// | Fireplace Mode End 0x8040 32832
//
// | Summer Mode Start 0x0800 2048
// | Summer Mode End 0x8800 34816
//
// | Select manual bypass 0x0080 128
// | Deselect Manual bypass 0x8080 32896
//
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//Register: 40199 | prmRamIdxBypassActualState | UINT | Read | Bypass state:
//0 Closed 0x0000
//1 In process 0x0001
//2 Closing 0x0020
//4 Opening 0x0040
//255 Opened 0x00FF
//
//Register: 40265 | prmRamIdxBypassManualTimeout | UINT | Read | Manual bypass duration in m
//
//Register: 40325 | prmRomIdxSpeedLevel | UINT | Write | Speed level of Fans -> Manual m
step can be set
//40325 | prmRomIdxSpeedLevel | UINT | Read | Speed level of Fans -> Other modes: Fan
read.
//Register: 40445 | prmBypassTmin | Float | Read | Min temperature for outdoor air (T1)
//Register: 40447 | prmBypassTmax | Float | Read | Max temperature for extract air (T3)
//Register: 40473 | prmCurrentBLState | UINT | Read | Current unit mode:
//0 Standby
//1 Manual
//2 Demand
//3 Week program
//4 Servo-flow
//5 Away
//6 Summer
//7 DI Override
//8 Hygrostat override
//9 Fireplace
//10 Installer
//11 Fail Safe 1
//12 Fail Safe 2
//13 Fail Off
//14 Defrost Off
//15 Defrost
//
//Register: 40555 | prmFilterRemainingTime | UINT | Read | Remaining time of the Filter L
(Days)
//Register: 40557 | prmFilterDefaultTime | UINT | Write | Filter Lifetime (Days)
// | Read |
//Register: 40559 | prmFilterReset | UINT | Write | Reset filter timer
// | Reset filter timer
//Register: 40625 | prmWorkTime | UINT | Read | Work time of system, in hours

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//Register:40669 | prmStartExploitationDateStamp| UINT| Read|Date Stamp of the system s
time in Unix time
//      Register:40431 | prmVOC | UINT| Read|VOC sensor value (read from VOC); ppm.
not installed, then 0.
//Register:40563 | prmPPM1Unit | UINT| Read|Low Treshold of VOC (ppm)
//Register:40565 | prmPPM2Unit | UINT| Read|Low Treshold of VOC (ppm)
//Register:40567 | prmPPM3Unit | UINT| Read|Low Treshold of VOC (ppm)
//

Bridge modbus:tcp:PluggitAP310 [ host="192.168.0.15", port=502, id=2 ] {

//-----
//Status:OK
//
Bridge poller prmFWVersion[ start=25,length=4, refresh=5000,type="holding" ] {
Thing data register[ readStart="25",readValueType="uint32" ]
}
}

//-----
//Status:OK
//
Bridge poller prmHALTaho1[ start=101,length=4, refresh=5000,type="holding" ] {
Thing data register[ readStart="101",readValueType="float32" ]
}

//-----
//Status:OK
//
Bridge poller prmHALTaho2[ start=103,length=4,refresh=5000,type="holding" ] {
Thing data register[ readStart="103",readValueType="float32" ]
}

//-----
//Status:OK
//
Bridge poller prmDateTime[ start=108,length=4,refresh=5000,type="holding" ] {
Thing data register[ readStart="108",readValueType="int64" ]
Thing data registerDateTime[ readStart="108",readValueType="int64",
readTransform="JS(EpocheToDateTime.js)" ]
}
}

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//-----  
//Status:???  
//  
Bridge poller prmDateTimeSet[ start=108,length=4,refresh=5000,type="holding" ] {  
Thing data register[ writeStart="108", writeValueType="int64", writeType="holding" ]  
}  
  
//-----  
//Status:OK  
//  
Bridge poller prmRamIdxT1[ start=133,length=4,refresh=5000,type="holding" ] {  
Thing data register[ readStart="133",readValueType="float32" ]  
}  
  
//-----  
//Status:OK  
//  
Bridge poller prmRamIdxT2[ start=135,length=4,refresh=5000,type="holding" ] {  
Thing data register[ readStart="135",readValueType="float32" ]  
}  
  
//-----  
//Status:OK  
//  
Bridge poller prmRamIdxT3[ start=137,length=4,refresh=5000,type="holding" ] {  
Thing data register[ readStart="137",readValueType="float32" ]  
}  
  
//-----  
//Status:OK  
//  
Bridge poller prmRamIdxT4[ start=139,length=4,refresh=5000,type="holding" ] {  
Thing data register[ readStart="139",readValueType="float32" ]  
}  
  
//-----  
//Status:???  
//  
Bridge poller prmPreheaterDutyCycle[ start=160,length=2,refresh=5000,type="holding" ] {
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[]Thing data register[] [] [ readStart="160",[]readValueType="uint32_swap" ]
[]}

[]//-----
[]//[]Status[]:[]??
[]//
[]Bridge poller prmRamIdxUnitMode[] [] [ start=168,[]length=4,[]refresh=5000,[]type="holding" ] {
[]Thing data register[] [] [ readStart="168",[]readValueType="int64_swap", writeStart="169",[]
writeValueType="int64_swap", writeType="holding" ]
[]}

[]//-----
[]//[]Status[]:[]OK
[]//
[]Bridge poller prmRamIdxBypassActualState[] [ start=198,[]length=4,[]refresh=5000,[]type="holding"
[]Thing data register[] [] [ readStart="198",[]readValueType="uint32_swap" ]
[]}

[]//-----
[]//[]Status[]:[]OK
[]//
[]Bridge poller prmRamIdxBypassManualTimeout[] [ start=264,[]length=4,[]refresh=5000,[]type="holding"
[]Thing data register[] [] [ readStart="264",[]readValueType="uint32_swap" ]
[]}

[]//-----
[]//
[]//[]Status[]:[]OK
[]//
[]Bridge poller prmRomIdxSpeedLevel[] [] [ start=324,[]length=4,[]refresh=5000,[]type="holding" ] {
[]Thing data[]register[] [] [ readStart="324",[]readValueType="int64_swap", writeStart="324",[]
writeValueType="int64_swap", writeType="holding" ] //uint32
[]}

[]//-----
[]//Anpassung Christoph!
[]//Status: ???

[]Bridge poller prmVOC [] [] [ start=430,[]length=4, refresh=5000,[]type="holding" ] {
[]Thing data register[] [] [ readStart="430",[]readValueType="uint32_swap" ]

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    }
    }
    //-----
    //
    //Status:OK
    //
    Bridge poller prmBypassTmin[ start=445,length=4,refresh=5000,type="holding" ] {
    Thing data register[ readStart="445",readValueType="float32" ]
    }

    //-----
    //Status:OK
    //
    Bridge poller prmBypassTmax[ start=447,length=4,refresh=5000,type="holding" ] {
    Thing data register[ readStart="447",readValueType="float32" ]
    }

    //-----
    //Status:OK
    //
    Bridge poller prmCurrentBLState[ start=472,length=4,refresh=5000,type="holding" ] {
    Thing data register[ readStart="472",readValueType="uint32_swap" ]
    }

    //-----
    //Status:OK
    //
    Bridge poller prmFilterRemainingTime[ start=554,length=4,refresh=5000,type="holding" ] {
    Thing data register[ readStart="554",readValueType="uint32_swap" ]
    }

    //-----
    //Status:OK
    //
    Bridge poller prmFilterDefaultTime[ start=556,length=4,refresh=5000,type="holding" ] {
    Thing data register[ readStart="556",readValueType="int64",writeStart="556",
    writeValueType="int64",writeType="holding" ]
    }

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//-----
//Status:
//
Bridge poller prmFilterReset[ start=558,length=4,refresh=5000,type="holding" ] {
  Thing data register[ readStart="558",readValueType="int64", writeStart="558",
writeValueType="int64", writeType="holding" ]
}

//-----
//
//Status:
//
Bridge poller prmWorkTime[ start=624,length=4,refresh=5000,type="holding" ] {
  Thing data register[ readStart="624",readValueType="uint32_swap" ]
}

//-----
//
//Status:OK
Bridge poller prmStartExploitationDateStamp[ start=668,length=4,refresh=5000,type="holdin
{
  Thing data register[ readStart="668",readValueType="uint32_swap" ]
  Thing data registerDateTime[ readStart="668",readValueType="uint32_swap",
readTransform="JS(EpocheToDateTime.js)" ]
}
}

```

Revision #1

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