

The EventScheduler virtual object

This document describes the configuration of the EventScheduler virtual object.

Presented configuration was prepared for:

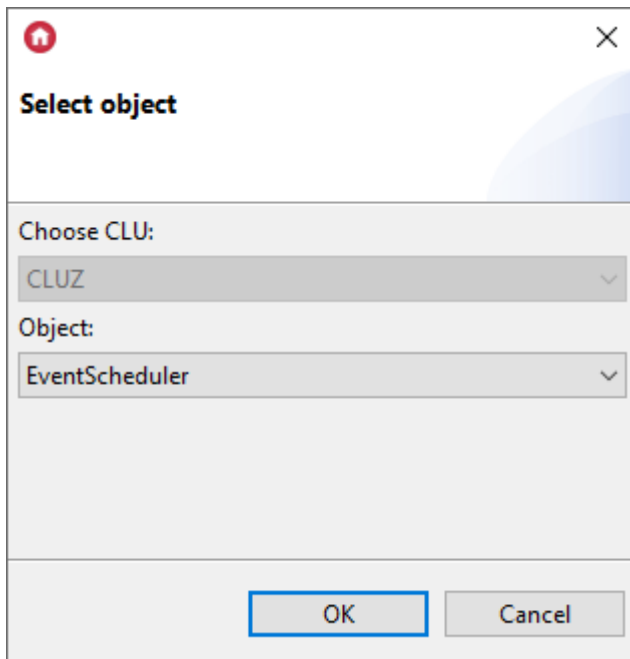
- Object Manager v.1.6.1 (build 221101),
- CLU Z-Wave v5.09.02 (build 2208)

To create the `EventScheduler` virtual object:

Object creation and configuration

Preparation

- Create the `EventScheduler` virtual object.



- Enter the name of the object, e.g. `BedroomBlindEventScheduler` and confirm the creation of the object by clicking OK.

Add object

Object name

BedroomBlindEventScheduler

OK Cancel

- After sending the configuration, the embedded features window looks like this.

Object properties

Name: `BedroomBlindEventScheduler` Type: `EventScheduler`

Id: `CLU221000543->EVE7469`

Control Events **Embedded features**

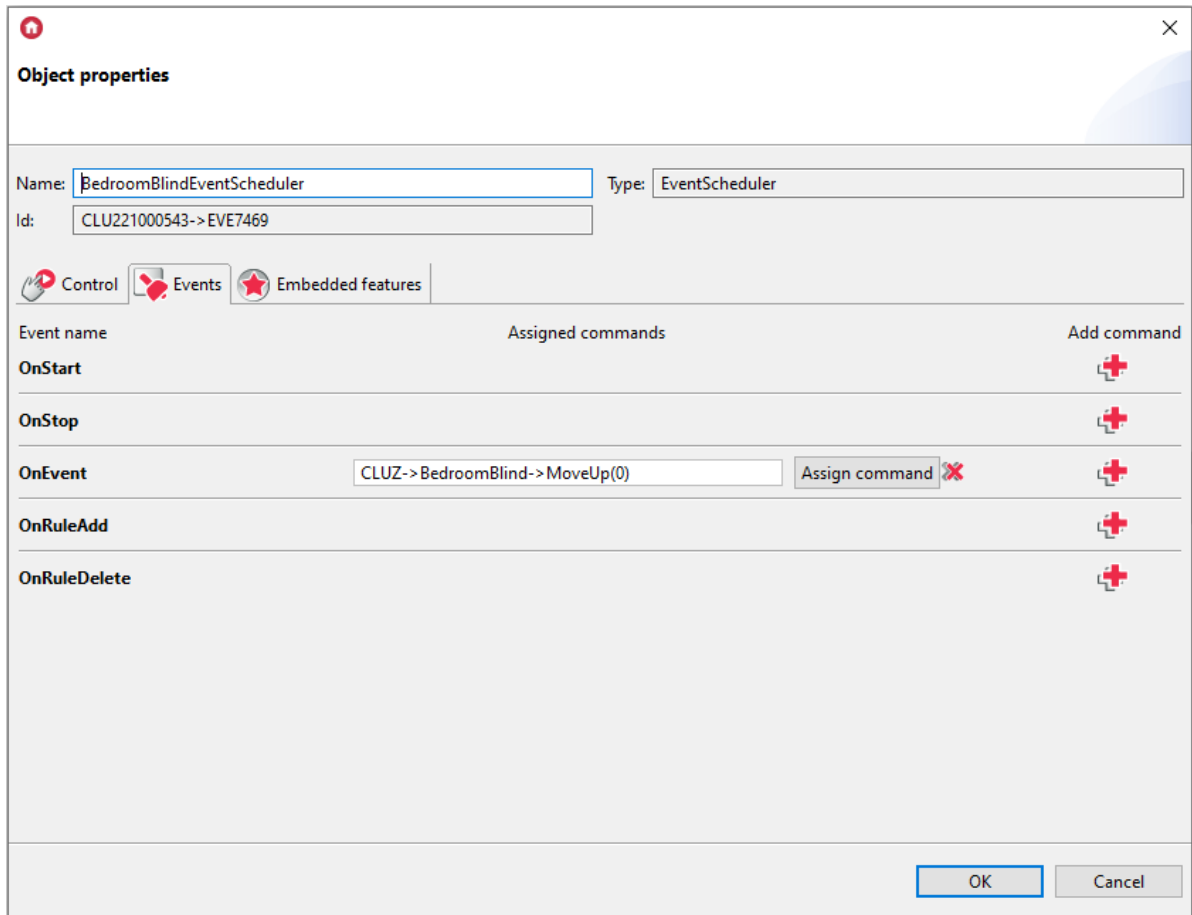
Feature name	Current value	Initial value	Unit	Range
RuleList	N/A			
CurrentRule	N/A			
NextRule	N/A			
RuleCount	0			
RuleAvailableCount	16			
State	1	On		1,0

Auto refresh Refresh

OK Cancel







Adding an action

- Attach the action to be performed to the `OnEvent` event.



The screenshot shows a software interface window titled "Object properties" with a close button (X) in the top right corner. The window contains the following elements:

- Name:** **Type:**
- Id:**
- Three tabs: **Control** (selected), **Events**, and **Embedded features**.
- A table with three columns: **Event name**, **Assigned commands**, and **Add command**.
- Buttons for **OK** and **Cancel** at the bottom right.

Event name	Assigned commands	Add command
OnStart		
OnStop		
OnEvent	<input type="text" value="CLUZ->BedroomBlind->MoveUp(0)"/> <input type="button" value="Assign command"/> 	
OnRuleAdd		
OnRuleDelete		

Using the object

We can create rules for the `EvetScheduler` object in two ways.

- Using methods, e.g. from the control tab;
- From the myGrenton app.

1. Object Manager

- Enter the CRON rule you want to add to the `Record` parameter of the `AddRule` method. The rule is added in the format: `Minute Hour * * Days`. In the example below, the rule will be called at 8:15 a.m. Monday through Friday.

Rule: `15 8 * * 1-5`

The screenshot shows a dialog box titled "Object properties" with a close button (X) in the top right corner. The dialog contains the following information:

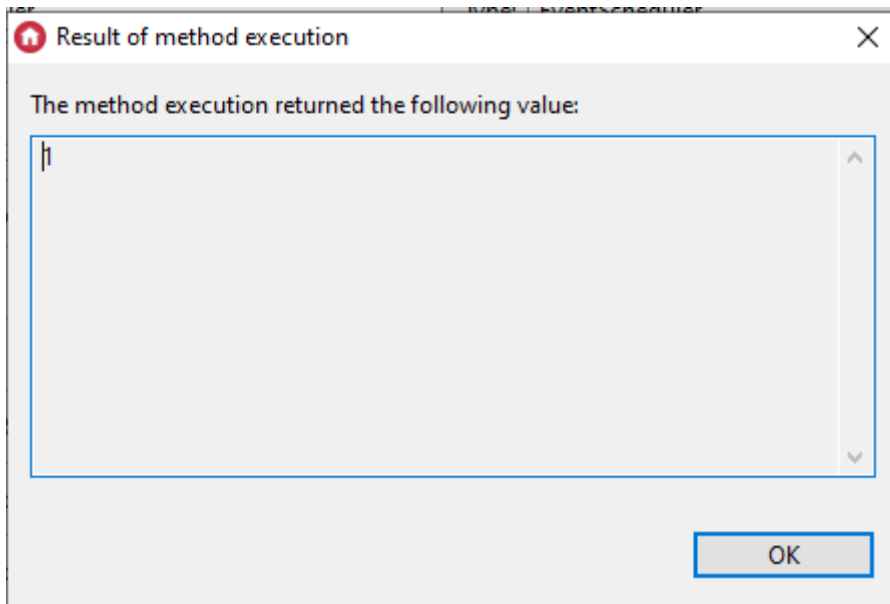
- Name:** BedroomBlindEventScheduler
- Type:** EventScheduler
- Id:** CLU221000543->EVE7469

Below the fields are three tabs: "Control" (selected), "Events", and "Embedded features". The "Control" tab displays a table of methods and their parameters:

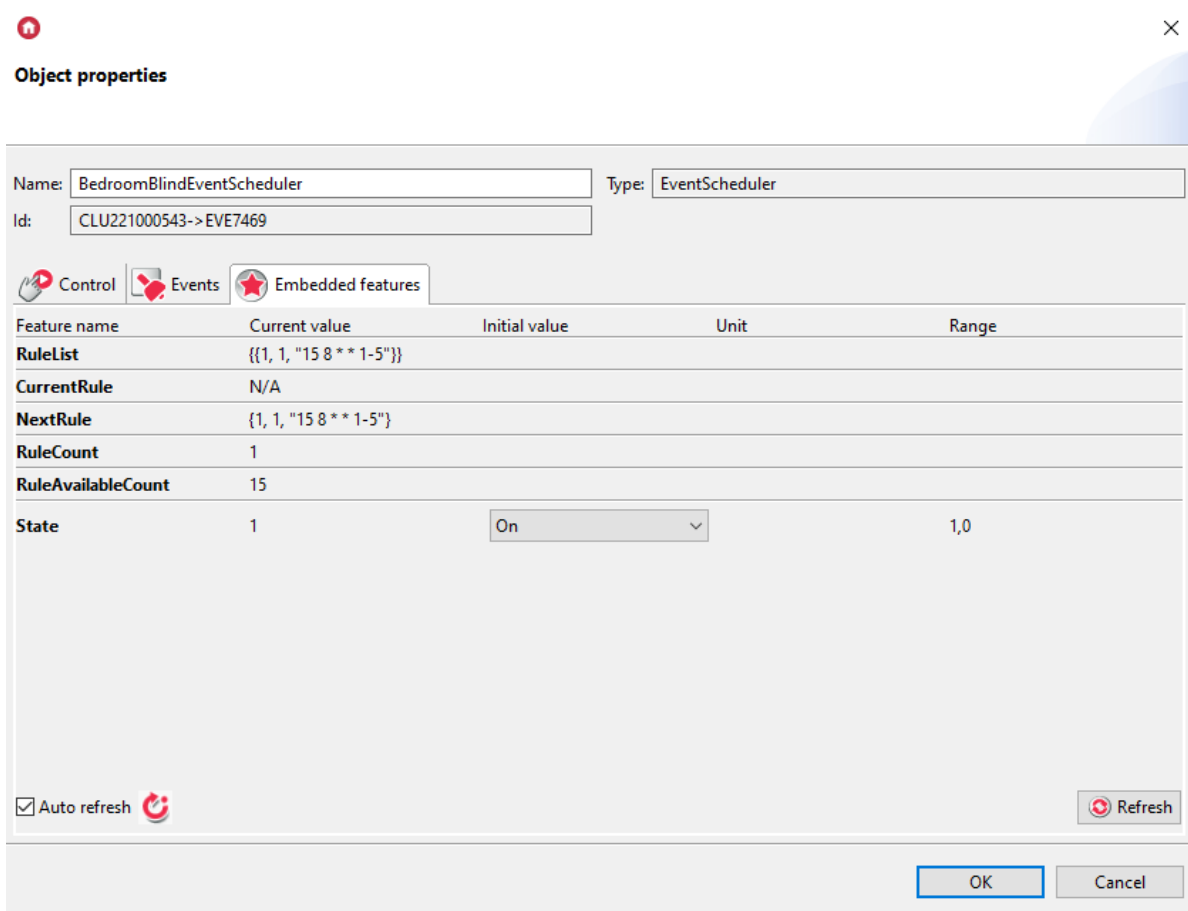
Method	Parameter name	Value	Call
Start			
Stop			
AddRule	Record	<input type="text" value="15 8 * * 1-5"/> string	
DeleteRule	id	<input type="text"/>	
GetRule	id	<input type="text"/>	
EnableRule	id	<input type="text"/>	
DisableRule	id	<input type="text"/>	
GetRules			
GetNextRule			

At the bottom right of the dialog are "OK" and "Cancel" buttons.

- Call the method by pressing the arrow button. If the rule has been added correctly, a window with the added rule number will appear.



- A complete list of rules is displayed in the embedded features tab into the `RuleList` feature. In the `NextRule` feature there is next rule to be called.



- To delete a previously added rule, enter the rule number in the `id` parameter of the `DeleteRule` method.

The 'Object properties' dialog box shows the following details:

- Name: BedroomBlindEventScheduler
- Type: EventScheduler
- Id: CLU221000543->EVE7469

Navigation tabs: Control, Events, Embedded features

Method	Parameter name	Value	Call
Start			
Stop			
AddRule	Record	<input type="text"/>	
DeleteRule	id	<input type="text" value="1"/>	
GetRule	id	<input type="text"/>	
EnableRule	id	<input type="text"/>	
DisableRule	id	<input type="text"/>	
GetRules			
GetNextRule			

Buttons: OK, Cancel

- After calling the method, a window with the value 0 will appear.

The 'Result of method execution' dialog box displays the following information:

The method execution returned the following value:

```
0
```

Button: OK

- In the embedded feature tab into `RuleList` feature, you can check that rule has been removed.

Object properties

Name: Type:
Id:

Control Events Embedded features

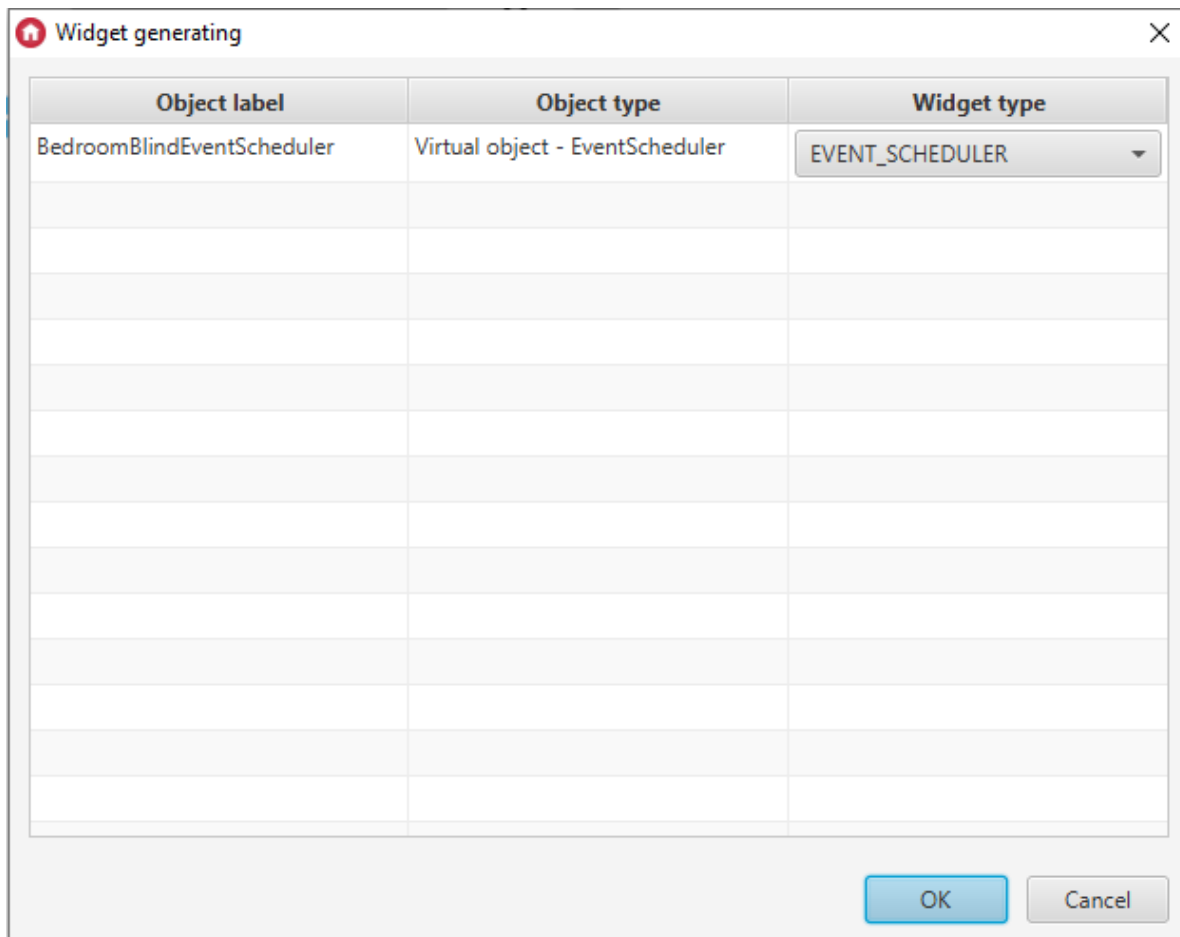
Feature name	Current value	Initial value	Unit	Range
RuleList	N/A			
CurrentRule	N/A			
NextRule	N/A			
RuleCount	0			
RuleAvailableCount	16			
State	1	<input type="text" value="On"/>		1,0

Auto refresh

2. myGrenton

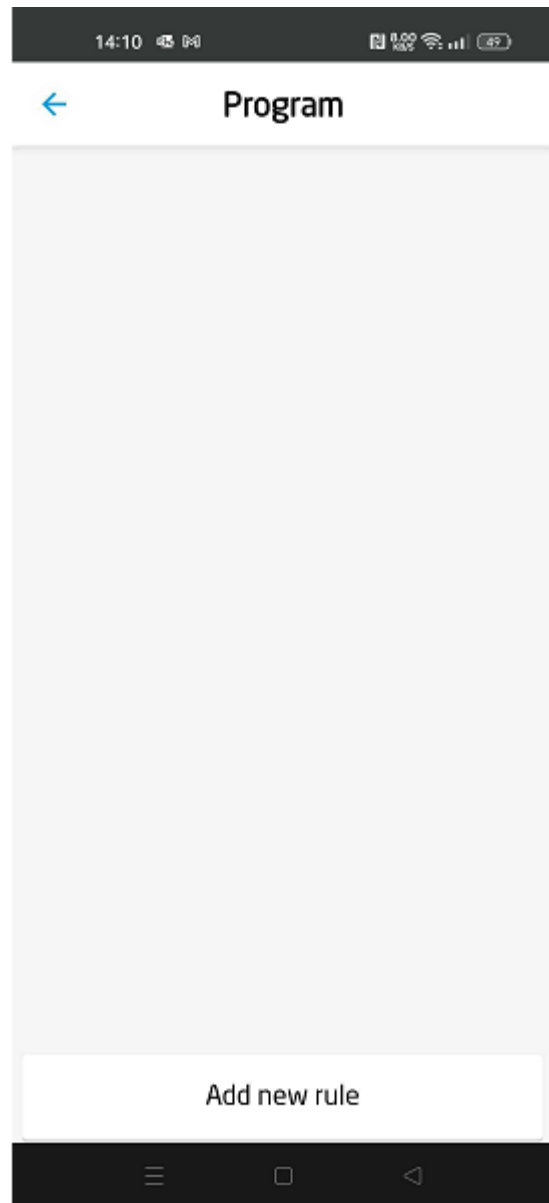
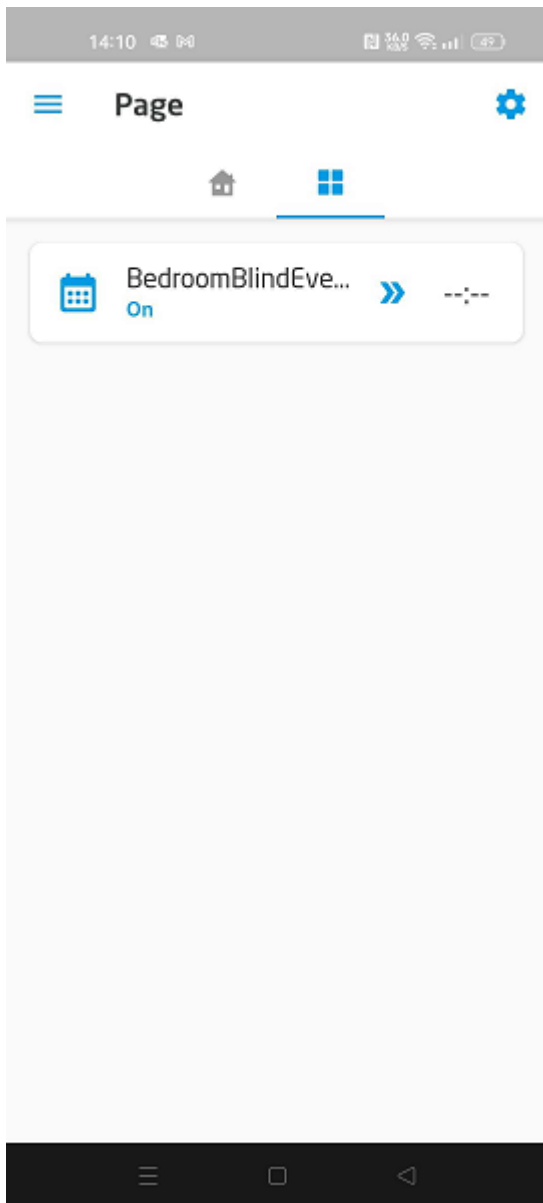
The most frequently used and most convenient method of handling the `EventScheduler` object is from myGrenton.

- To add the `EventScheduler` widget to the myGrenton interface, drag the `EventScheduler` object to the interface field. After dragging, a window with a template selection will appear. Confirm adding the widget with the OK button.

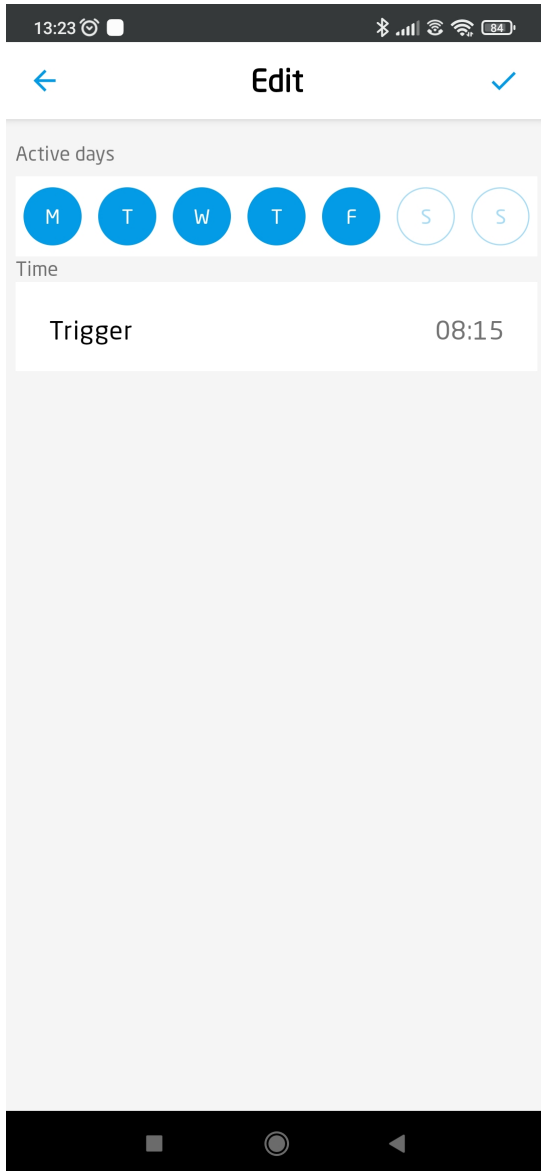


- Send the interface to the mobile device.

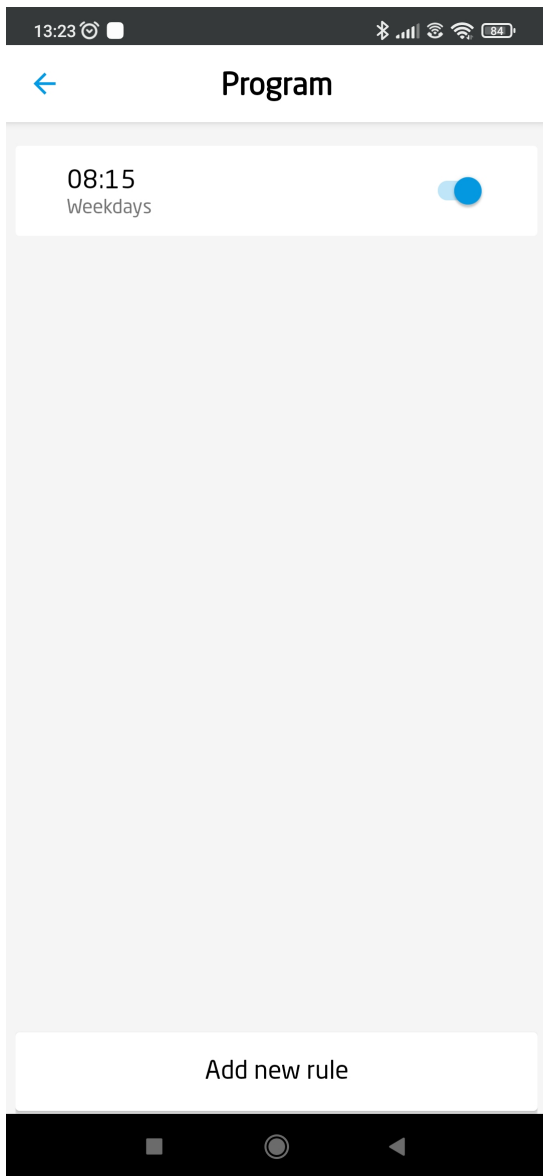
- To add a rule, click the field on the right side of the widget and then click add a new rule at the bottom of the screen.



- In the edit window that opens, select the days and time to trigger the action. Confirm the edition with a tick in the upper right corner of the screen.



- A new rule has appeared in the list.



- To delete a rule, drag it to the left and click the trash can icon.

