

# Push virtual object

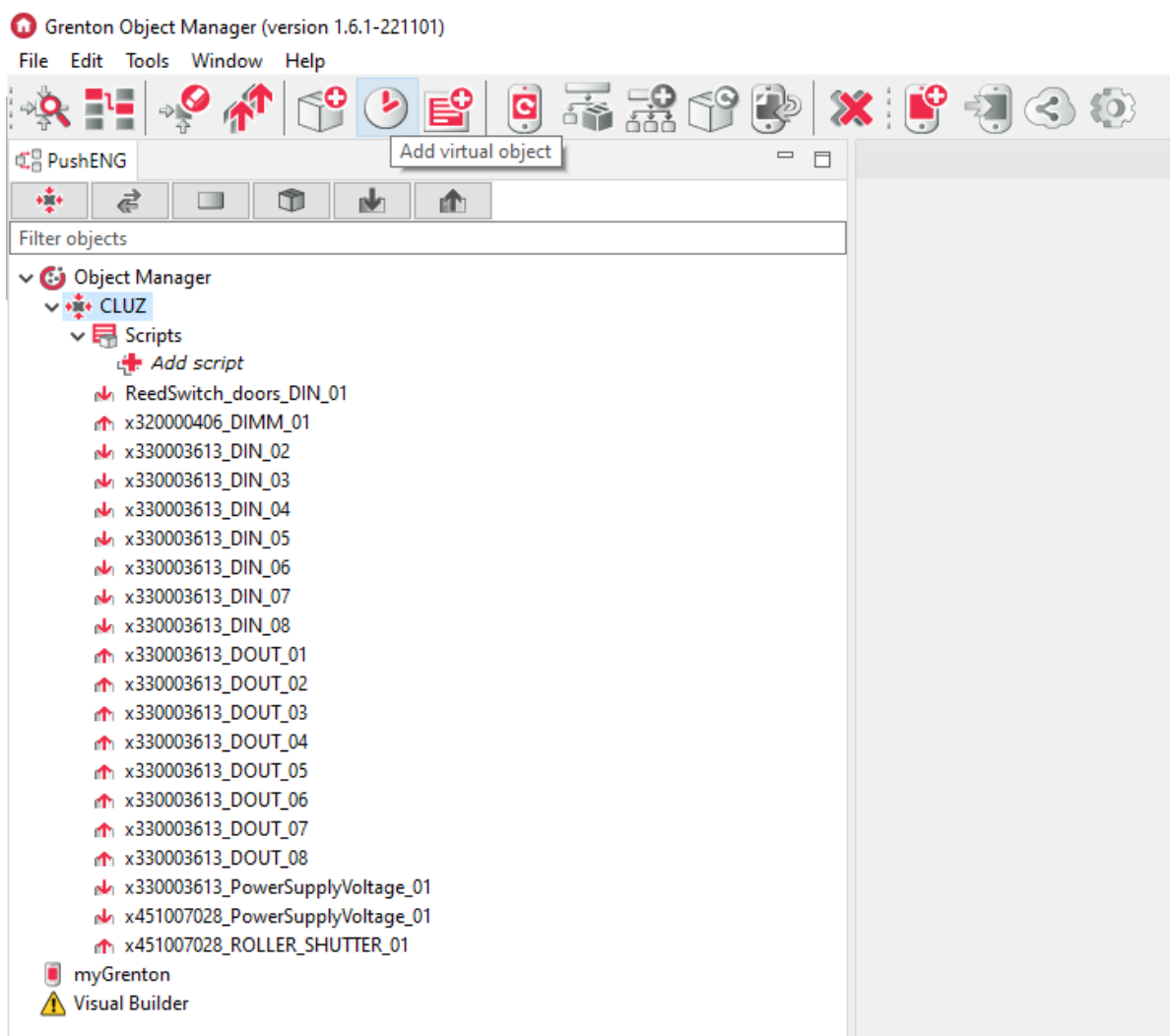
This document describes the configuration of a push virtual object.

The presented configuration was prepared with:

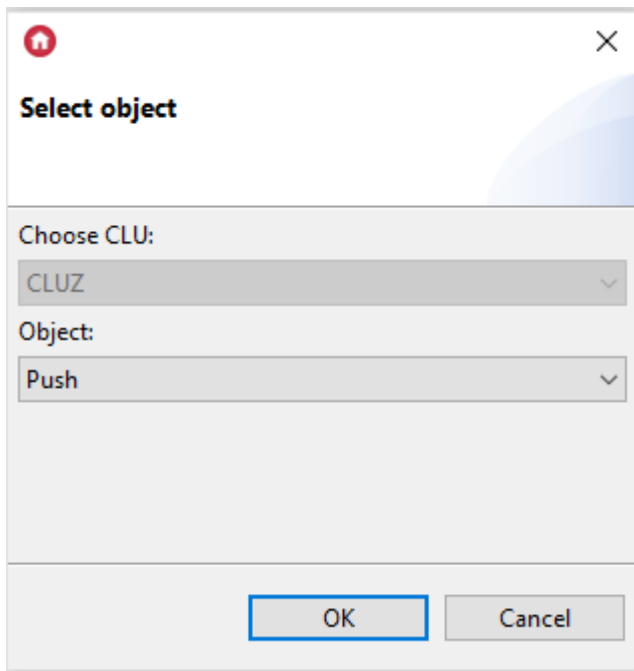
- Object Manager v.1.6.1-221101
- CLU Z-Wave v5.09.02 (build 2208)

To create a push notification:

1. Select the CLU, and then select the "Add CLU object" option from the top menu.

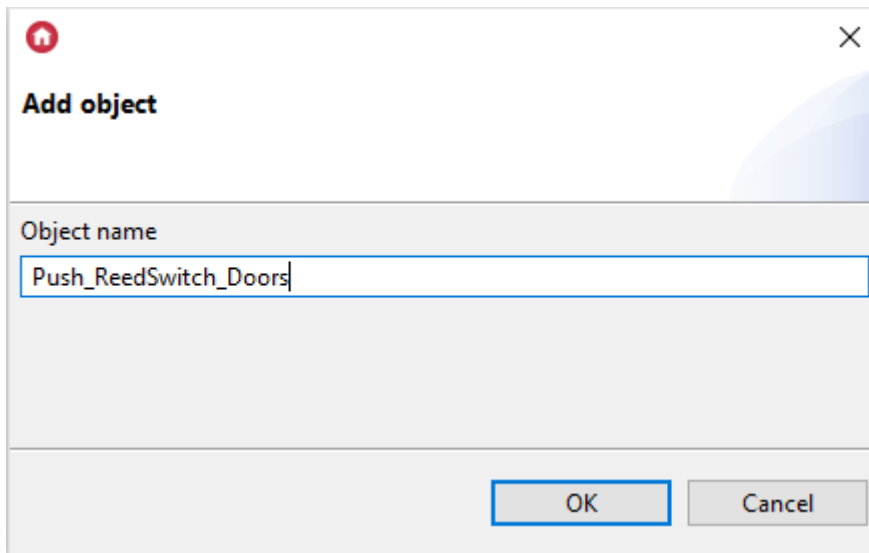


2. In the opened selection window find and select the `Push` object.



The screenshot shows a dialog box titled "Select object" with a red home icon and a close button (X) in the top right corner. Below the title bar, there are two dropdown menus. The first is labeled "Choose CLU:" and has "CLUZ" selected. The second is labeled "Object:" and has "Push" selected. At the bottom of the dialog, there are two buttons: "OK" and "Cancel".

then give it a name.



The screenshot shows a dialog box titled "Add object" with a red home icon and a close button (X) in the top right corner. Below the title bar, there is a text input field labeled "Object name" containing the text "Push\_ReedSwitch\_Doors". At the bottom of the dialog, there are two buttons: "OK" and "Cancel".

3. The properties window of the newly created  notification will appear on the screen, in which there are three tabs - Control, Events, Embedded features.

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

- Name:**  **Type:**
- Id:**
- Navigation tabs:**  Control,  Events,  Embedded features
- Method List:**

Method	Parameter name	Value	Call
SendMessage	Text	<input type="text"/> string [0-500]	<input type="button" value="▶"/>
ClearMessage			<input type="button" value="▶"/>
SetTitle	Text	<input type="text"/> string [0-500]	<input type="button" value="▶"/>
ClearTitle			<input type="button" value="▶"/>
Send			<input type="button" value="▶"/>
SetInterval	Interval	<input type="text"/> number [1-86400]	<input type="button" value="▶"/>

At the bottom right of the dialog are two buttons:  and .

4. In the **Embedded features** tab, enter a header in the **Title** feature, and the text of the push notification in the **Message** feature.

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

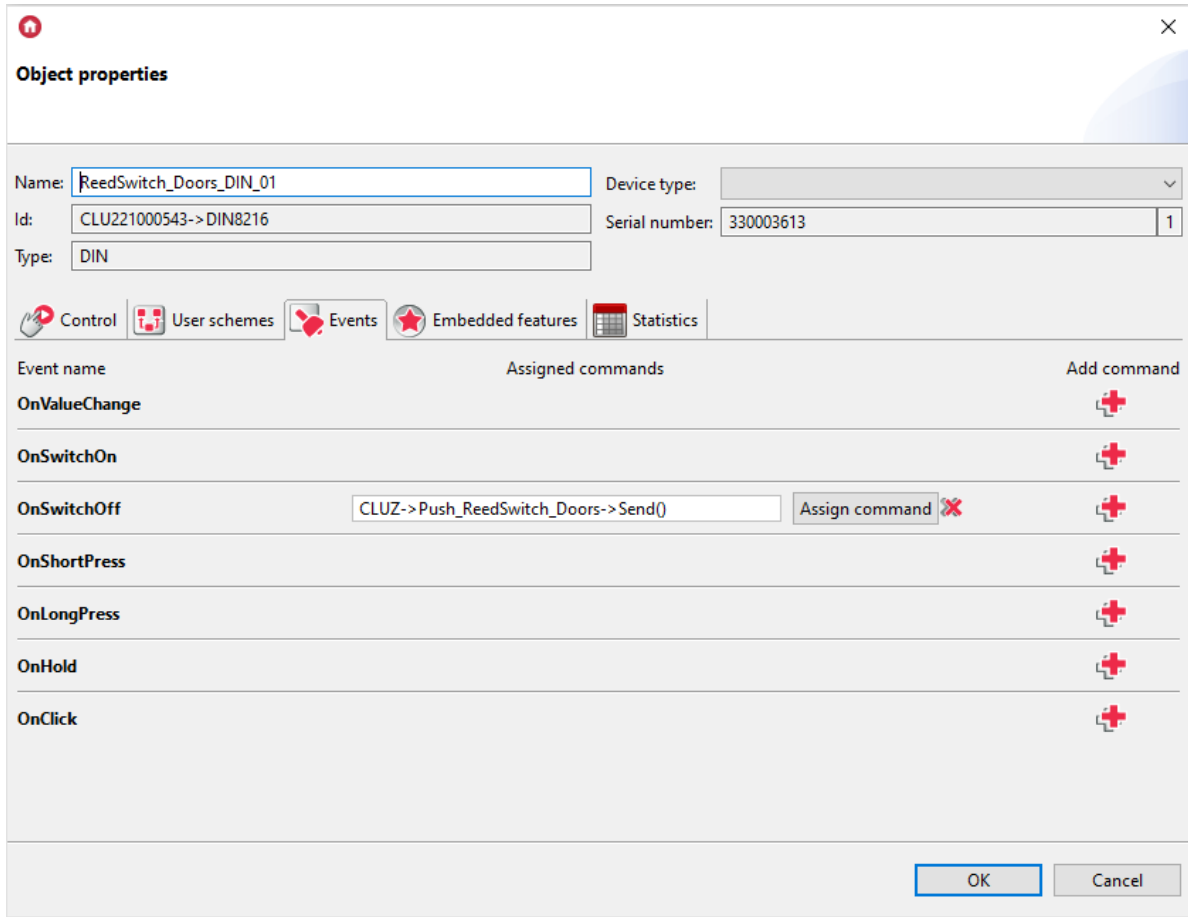
- Name:** Push\_ReedSwitch\_Doors
- Type:** Push
- Id:** CLU221000543->PUS7163
- Navigation tabs:** Control, Events, Embedded features (selected)
- Table:**

Feature name	Current value	Initial value	Unit	Range
Message	Doors has been opened	Doors has been opened		[0-500]
Title	Warning!	Warning!		[0-500]
LastSendTime	nil			
Interval	1	1	s	[1-86400]

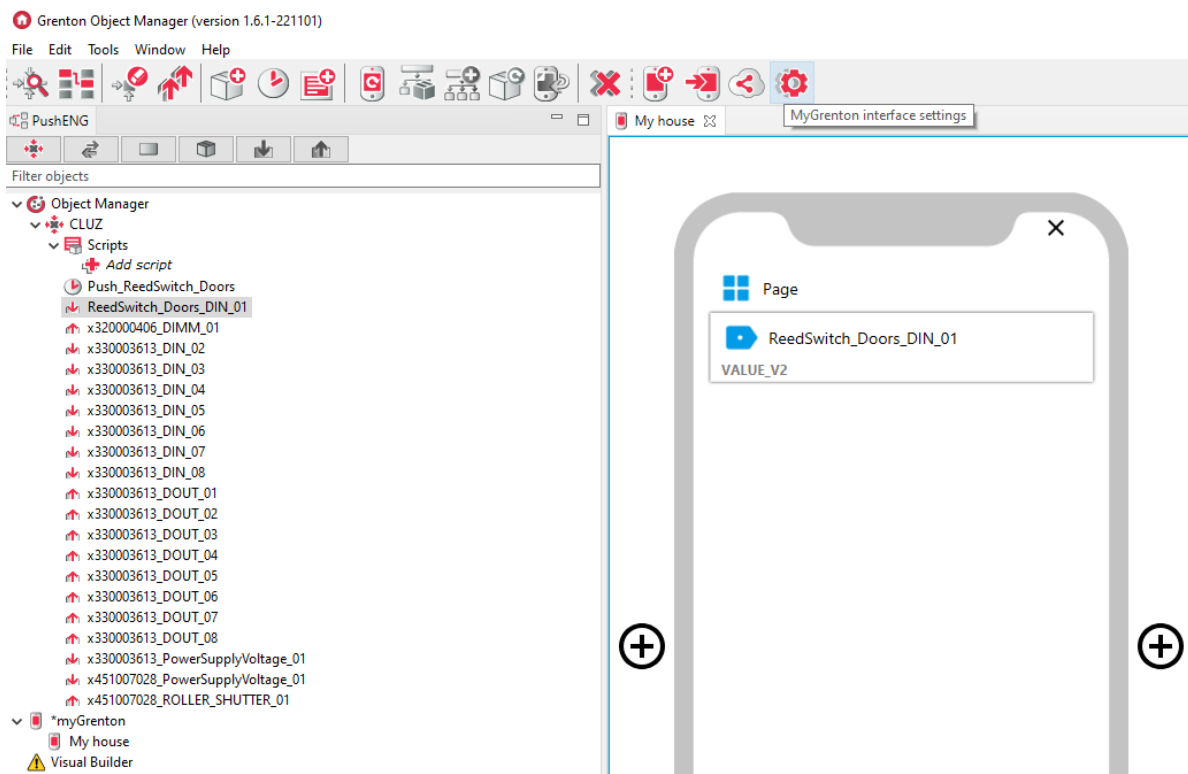
At the bottom left, there is a checked checkbox for "Auto refresh" and a refresh icon. At the bottom right, there is a "Refresh" button and "OK" and "Cancel" buttons.

You can also change the value of the time interval between successive notifications.

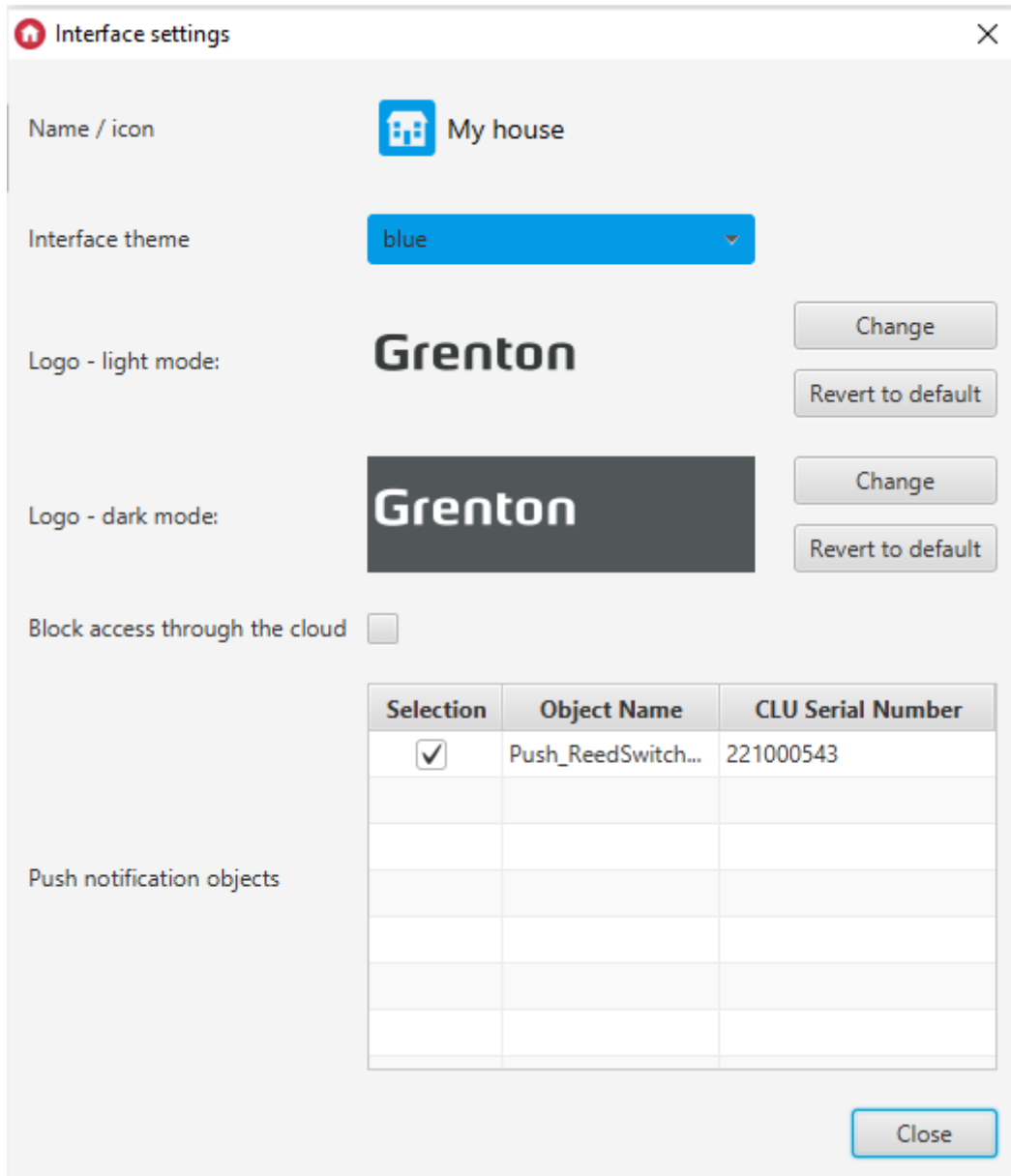
5. A virtual object created in this way should be assigned to an event in the selected object (e.g. the `OnSwitchOff` event of the `DIN1` object of the `I / O 8 / 8` module).



6. Send the configuration to the CLU and go to the settings of the myGrenton interface.

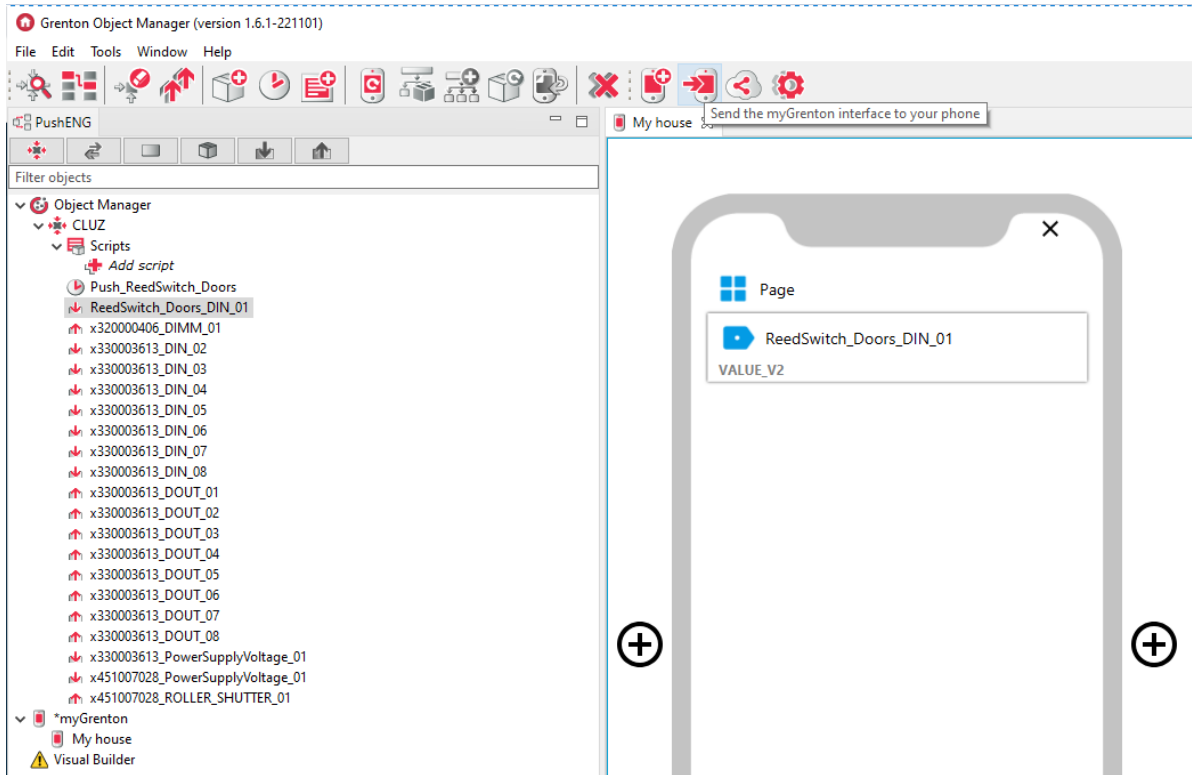


7. After clicking the icon, a window with interface settings will appear.

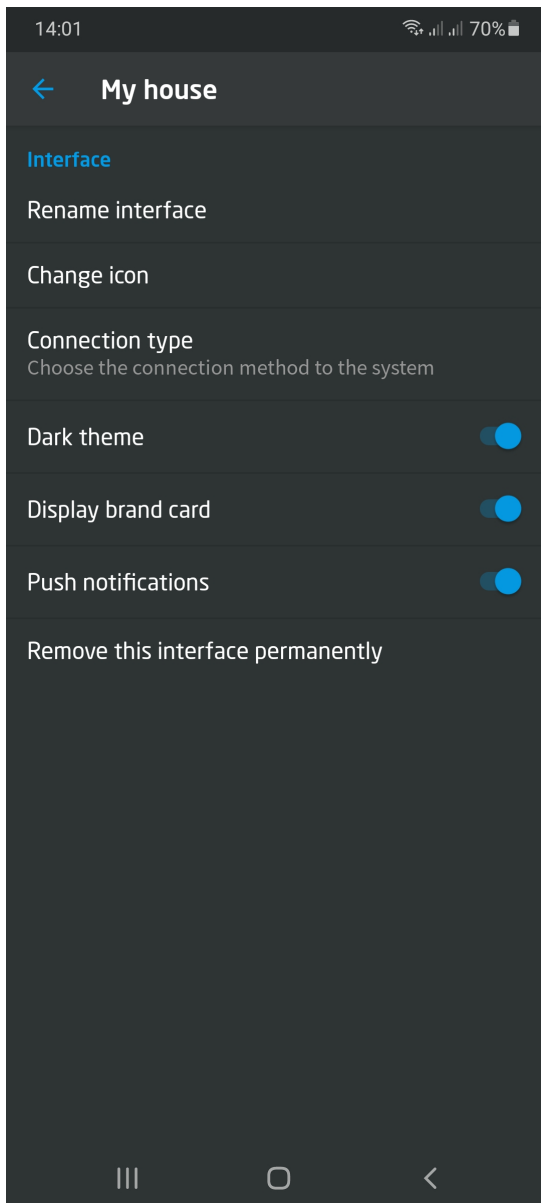


Make sure all push notifications to be active are checked.

8. In the "Push notification objects" item, select the notifications that you want to activate in a given myGrenton interface, and then send the interface to the mobile device:

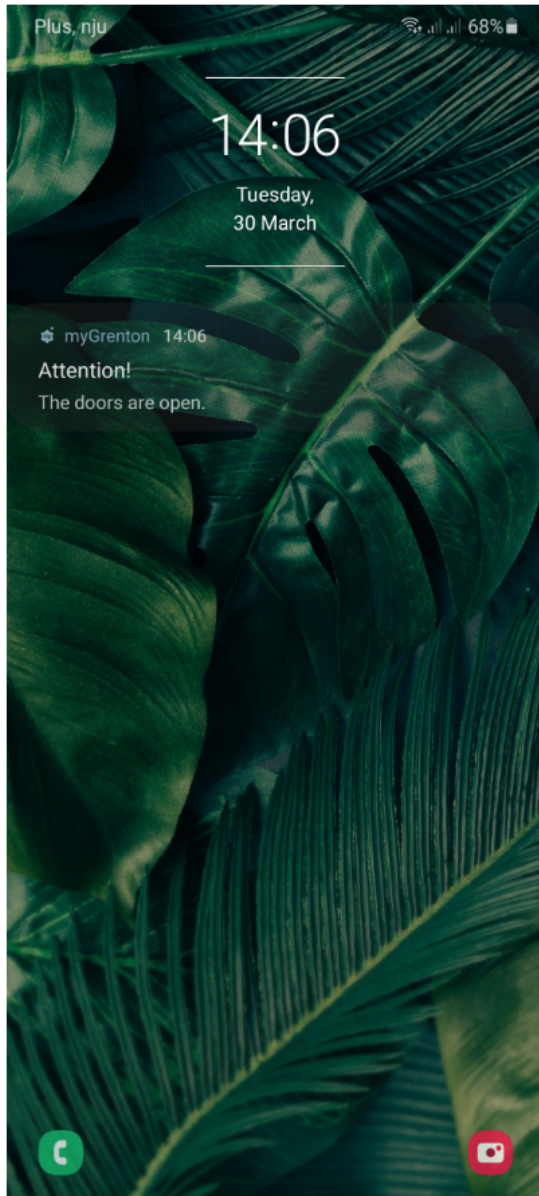


9. After the interface is correctly sent to the device with the myGrenton application, enable receiving push notifications in its settings.





10. From that moment on, switching off the DIN1 door reed switch input causes the Push notification to appear.



Remember that sending more notifications from one Push object results in adding them to the queue and appearing on the device at intervals defined by the \* Interval \* feature. There can be up to 10 messages in the queue for sending at the same time. If there are more than 10 messages in the queue, an OnOverflow Queue Overflow event will be generated and the last 10 messages will be sent to the device.