Push virtual object

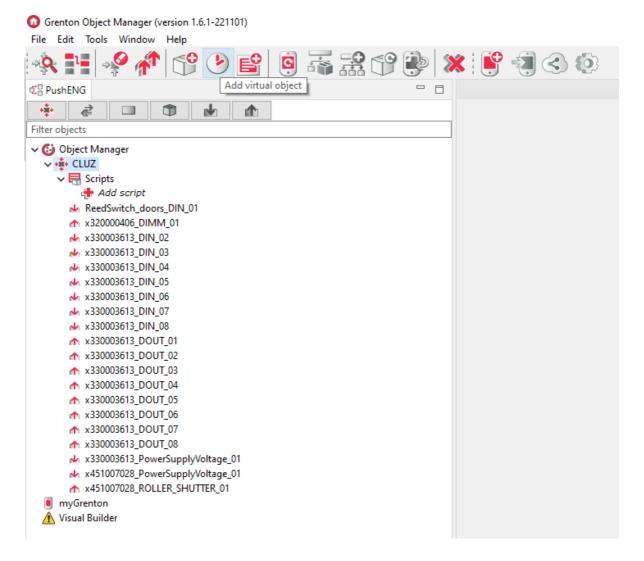
This document describes the configuration of a push virtual object.

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.

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Select object	
Choose CLU:	
CLUZ	\sim
Object:	
Push	\sim
OK Can	cel

then give it a name.

0		×
Add object		
Object name		
Push_ReedSwitch_Doors		
	ОК	Cancel

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

0						×
Object	t properties					
Name:	Push_ReedSwitch_Doors		Type: Push			
ld:	CLU221000543->PUS716	3				
@ c	ontrol 🔖 Events 😭	Embedded features				
Metho	d	Parameter name		Value		Call
SetMe	ssage	Text	string [0-50	0]		\triangleright
ClearM	lessage					\triangleright
SetTitl	e	Text	string [0-50	0]		\triangleright
ClearTi	itle					\triangleright
Send						\triangleright
SetInt	erval	Interval	number [1-	86400]		\triangleright
					ОК	Cancel

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

Object properties	×
Id: CLU221000543->PUS7163	
Events Embedded features 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 [
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 [0-500]	
Message Doors has been opened Doors has been opened [0-500] Title Warning! Warning! [0-500] LastSendTime nil Image: Comparison of the second opened	
Title Warning! Warning! [0-500] LastSendTime nil	
LastSendTime nil	
Interval 1 1 [1-86400]	
Auto refresh 🖏	Refresh
OK Ca	incel

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 / 0 8 / 8 module).

0						×
Object	properties					
Name:	ReedSwitch_Doors_DIN_01	Device type:				~
ld:	CLU221000543->DIN8216	Serial number:	330003613			1
Туре:	DIN]				
c	ontrol 🔡 User schemes 💽 Events 🌪 Embedded features	Statistics				
Event n	ame Assigned c	ommands				Add command
OnValu	eChange					4 -
OnSwi	chOn					.
OnSwi	chOff CLUZ->Push_ReedSwitch_Doo	rs->Send()	As	ssign command	×	4
OnSho	tPress					÷
OnLon	Press					÷
OnHole						÷
OnClic						÷
				C	OK	Cancel

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

Grenton Object Manager (version 1.6.1-221101)			
File Edit Tools Window Help			
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C PushENG	🗖 🗖 🚺 My hou	use 🔀 MyGrenton interface settings	
🔹 🛋 🗊 🖝 🕸			
Filter objects			
 ✓ Object Manager ✓ Object Manager ✓ CLUZ ✓ Scripts ✓ Add script ④ Push, ReedSwitch_Doors ✓ ReedSwitch_Doors DIN_01 ★ x32000406_DIMM_01 ★ x330003613_DIN_02 ★ x330003613_DIN_03 ★ x330003613_DIN_04 ★ x330003613_DIN_05 ★ x330003613_DIN_06 ★ x330003613_DIN_07 ★ x330003613_DIN_08 ★ x330003613_DOUT_01 ★ x330003613_DOUT_01 ★ x330003613_DOUT_02 ★ x330003613_DOUT_02 ★ x330003613_DOUT_04 ★ x330003613_DOUT_04 ★ x330003613_DOUT_04 ★ x330003613_DOUT_04 ★ x330003613_DOUT_04		Page ReedSwitch_Doors_DIN_01 VALUE_V2	×
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My house			

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

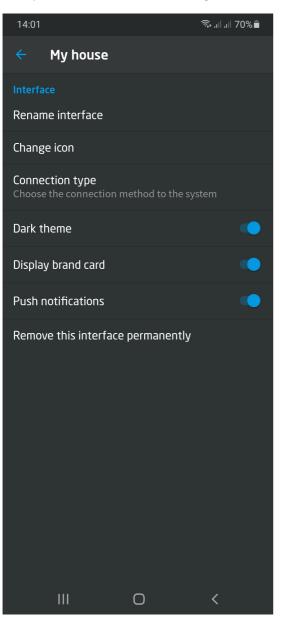
Interface settings				\times
Name / icon	🚹 My I	nouse		
Interface theme	blue		•	
Logo - light mode:	Gren	ton		Change
				Revert to default
Logo - dark mode:	Gren	ton		Change
				Revert to default
Block access through the cloud				
	Selection	Object Name	CLU	Serial Number
	\checkmark	Push_ReedSwitch	221000)543
Push notification objects				
				Close

Make sure all push notifications to be active are checked.

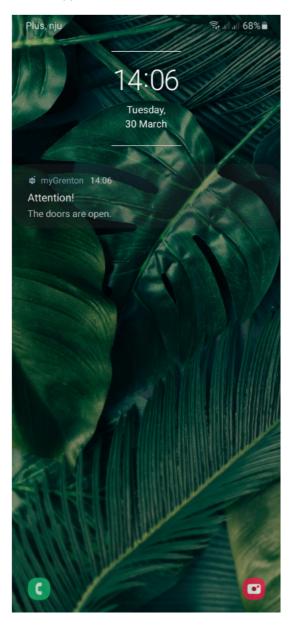
8. In the "*Push notification objects*" item, select the notifications that you want to activate in a given myGrenton interface, and then send the interface to the mobile device:

O Grenton Object Manager (version 1.6.1-221101)	
File Edit Tools Window Help	
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C PushENG	Bend the myGrenton interface to your phone
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Filter objects	
✓ 🚱 Object Manager	
V N CLUZ	X
V 🔜 Scripts	ĥ
Add script	
Push_ReedSwitch_Doors	Page
NeedSwitch_Doors_DIN_01	
x320000406_DIMM_01	ReedSwitch_Doors_DIN_01
w x330003613_DIN_02	ReedSwitch_Doors_DIN_01
№ x330003613_DIN_03	VALUE_V2
r⊌ x330003613_DIN_04	
▲ x330003613_DIN_05	
N x330003613_DIN_06	
r⊌ x330003613_DIN_07	
r⊌ x330003613_DIN_08	
x330003613_DOUT_01	
x330003613_DOUT_02	
m x330003613_DOUT_07	
x330003613_DOUT_08	$(+) \qquad (+)$
x330003613_PowerSupplyVoltage_01	
x451007028_PowerSupplyVoltage_01	
↑ x451007028_ROLLER_SHUTTER_01 ✓ ■ *myGrenton	
ImyGrenton My house	
Visual Builder	

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.