

**BACnet**  
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INTEREST GROUP EUROPE

## Building Automation via BACnet

Juli 2013 Objekte

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## Building Automation via BACnet

### Was (wird kommuniziert)?

- Gesprächsthema, Inhalt einer Postsendung oder E-Mail...
- Standardobjekte, die Eigenschaften physikalischer oder virtueller Größen abbilden

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## Building Automation via BACnet

### BACnet Objekte

PROPERTIES	CONFORMANCE CODE
Object Identifier	R
Object Name	R
Object Type	R
Present Value	R
Write Value	O

- Jedes BACnet Gerät verwaltet Objekte
- Objekte setzen sich aus Eigenschaften („Properties“) zusammen
- Properties können lesbar oder lesbar und schreibbar sein

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### BACnet Objekte

PROPERTIES	CONFORMANCE CODE
Object Identifier	R
Object Name	R
Object Type	R
Present Value	R
Write Value	O

- Bestimmte Properties sind zwingend erforderlich (R=„Required“ und „Readable“=Lesbar)
- Andere Properties können optional unterstützt werden (O=„Optional“)
- Einige Properties müssen lesbar und schreibbar sein (W=„Writable“)
- Dieses nennt sich „Conformance Code“.

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### Die BACnet Standard Objekte

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## Building Automation via BACnet

### Data Representation

- Analog Input
- Analog Output
- Analog Value
- Binary Input
- Binary Output
- Binary Value
- Multistate Input
- Multistate Output
- Multistate Value
- Accumulator
- Pulse-Converter
- Averaging
- Device

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### Control

- Command
- Program
- Loop
- File
- Calendar
- Schedule
- Lighting Output
- Network Security
- Group
- Global Group
- Structured View
- Channel Object
- Trendlog
- Trendlog Multiple
- Load Control

Objekte

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### Alarming / Access Control

- Event Enrollment
- Notification-Class
- Event-Log
- Life Safety Point
- Life Safety Zone
- Alert Enrollment
- Notification Follower
- Access Door
- Access Point
- Access Zone
- Access User
- Access Rights
- Access Credential
- Credential Data Input

Objekte

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### Primitive Values

- CharacterString
- Large Analog
- BitString
- OctetString
- Integer
- Positive Integer
- Time
- Date
- DateTime
- DateTime Pattern
- Time Pattern
- Date Pattern

Objekte

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### Der Aufbau von BACnet Objekten am Beispiel Analog-Output-Objekt

Objekte

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Property Identifier	Property Datatype	Conformance Code
Object_Identifier	BACnetObjectIdentifier	R
Object_Name	CharacterString	R
Object_Type	BACnetObjectType	R
Present_Value	REAL	W
Description	CharacterString	O
Device_Type	CharacterString	R
Status_Flags	BACnetStatusFlags	R
Event_State	BACnetEventState	R
Reliability	BACnetReliability	O
Out_Of_Service	BOOLEAN	R
Units	BACnetEngineeringUnits	O
Min_Pres_Value	REAL	O
Max_Pres_Value	REAL	O
Resolution	REAL	O
Priority_Array	BACnetPriorityArray	R
Retransmit_Default	REAL	R
COV_Increment	REAL	O
Time_Delay	Unsigned	O
Notification_Class	Unsigned	O
High_Limit	REAL	O
Low_Limit	REAL	O
Deadband	REAL	O
Limit_Enable	BACnetLimitEnable	O
Event_Enable	BACnetEventTransitionBits	O
Acked_Transitions	BACnetEventTransitionBits	O
Notify_Type	BACnetNotifyType	O
Event_Time_Stamps	BACnetRRRNT(3) of BACnetTimeStamp	O
Profile_Name	CharacterString	O

Objekte

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### Beispiel: Analog Output

Object_Identifier	10 Bit Type, 22 Bit Instance number
Object_Name	Unique name
Object_Type	10 Bit Type (list)

Der Objekttyp ist eine festgelegte Aufzählung  
 BACnetObjectType ::= ENUMERATED {  
     analog-input (0),  
     analog-output (1),  
     analog-value (2),  
     averaging (18),  
     binary-input (3),  
     binary-output (4),  
     binary-value (5),...  
     device (8), etc....

Objekte

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32 bit Object-Identifier

10 bit Object-Type      22 bit Object-Instance

0 - 1023	0 - 4.194.302
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analog-input (0),  
 analog-output (1),  
 analog-value (2),  
 averaging (18),  
 binary-input (3),  
 etc.

Instanznummer des Objekttyps

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### Adressierung mit der Instanznummer

Mit dieser Adressierung kann ein einzelnes Gerät also max.  $2^{10} \times 2^{22}$  Objekte unterstützen!

Ein BACnet-Netzwerk kann aus max.  $2^{22}$  Geräten bestehen!

$2^{10} = 1.024$  (0 - 1.023)  
 $2^{22} = 4.194.304$  (0 - 4.194.302)

4.194.303 ist als Platzhalter reserviert

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### Eindeutige Identifier

Jedes Gerät muss innerhalb des Netzwerkes eindeutig adressiert werden.

Jedes Objekt innerhalb eines Gerätes muss eindeutig sein.

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### Beispiel: Analog Output Objekt

Present_Value	Present value
Description	Description
DeviceType	Device classification
Status_Flags	Object status
Event_State	Alarm/event status
Reliability	Availability of present values
Out_Of_Service	Physical decoupling
Units	Physical units
Min_Pres_Value	Minimum present value
Max_Pres_Value	Maximum present value
Resolution	Resolution

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### Beispiel: Analog Output Objekt

Priority_Array	Storage for Priorized values
Relinquish_Default	Default Value

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### Beispiel: Analog Output Objekt

COV_Increment	Threshold for notification of change of value
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### Example: Analog Output Object

Time_Delay	Delay for notification
Notification_Class	Alarm object
High_Limit	High alarm limit
Low_Limit	Low alarm limit
Deadband	Deadband upon return to normal range
Limit_Enable	Specifies active limits
Event_Enable	Specifies which transitions are notified

Objekte

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### Example: Analog Output Object

Acked_Transitions	Storage for acknowledged transitions
Notify_Type	Notifies whether an event or alarm has to be generated
EventTimeStamps	Time-stamp of the transitions

Objekte

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### Example: Analog Output Object

Profile_Name	Name of a (non-BACnet) object profile
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Used for mapping of other protocols/data objects in BACnet, e.g. EIB/KNX or LonMark Objects (in progress) to BACnet

Objekte

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### Datentypen

- Properties der Objekte werden durch Grunddatentypen, wie z.B. FLOAT, unsigned16 oder Character String dargestellt.
- NULL [APPLICATION 0], equivalent to [UNIVERSAL 5]
- BOOLEAN [APPLICATION 1], equivalent to [UNIVERSAL 1]
- Unsigned8 ::= Unsigned (0..255)
- Unsigned16 ::= Unsigned (0..65535)
- REAL [APPLICATION 4], equivalent to [UNIVERSAL 9] ANSI/IEEE-754 single precision floating point
- etc. ...

Objekte

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### Datentypen (Zeit)

- Properties der Objekte können auch aus zusammengesetzten Strukturen bestehen.
- Time** ::= [APPLICATION 11] OCTET STRING (SIZE(4))
- first octet hour (0..23), (X'FF') = unspecified
- second octet minute (0..59), (X'FF') = unspecified
- third octet second (0..59), (X'FF') = unspecified
- fourth octet hundredths (0..99), (X'FF') = unspecified

Objekte


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### Datentypen (Zeit)

**Date** ::= [APPLICATION 10] OCTET STRING (SIZE(4))

first octet year minus 1900	X'FF' = unspecified
second octet month (1.. 14)	1 = January 13 = odd months 14 = even months
third octet day of month (1..34),	X'FF' = unspecified 32 = last day of month 33 = odd days of month 34 = even days of month
fourth octet day of week (1..7)	X'FF' = unspecified 1 = Monday 7 = Sunday X'FF' = unspecified

Objekte



## Building Automation via BACnet

### Datatypes

- Properties der Objekte können auch aus einer Auswahl bestehen.

```
BACnetCalendarEntry ::= CHOICE {  
  • date           [0] Date,           -> Einzeldatum  
  • dateRange     [1] BACnetDateRange, -> Datumsbereich  
  • weekNDay      [2] BACnetWeekNDay  -> Wochen/Tage
```

- Die Kodierung erfolgt nach ASN.1 (Abstract Syntax Notation).

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## Building Automation via BACnet

Haben Sie Fragen?

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