

SIEMENS

OPC Interface Specifications Version 2.1

FS20UL

Document No. A6V10429325
Edition 06-2015

Building Technologies

FS20UL Fire Panel

This workbook describes the objects provided by the Siemens OPC Data Access Server to represent the FS20UL fire control unit

Legend

ID	Object Model	Description						
<ID>	<Object Model>	<Description>						
		States			Commands on OPC Item Mode			
		OPC Item PresentValue	OPC Item Mode	Result State	1 - Activate	2 -	5 -	6 -
		0-Quiet	1-Normal	Normal	X			
		1-Pre Alarm	1-Normal	Pre Alarm				
		16-Abnormal	1-Normal	Anomaly				
		2-Alarm	1-Normal	Alarm				

Notes

The Object Model defines the states and commands of all instances of that type. In particular, an Object Model virtualizes a class of physical objects (devices and points in the system) by means of specific properties.

In the OPC interface, the physical object is represented by an instance of an Object Model that contains *PresentValue* and *Mode* properties represented by two VT_UI4 OPC Items. An appropriate combination of these two values defines the real state of the instance (result state). When a command is issued, it acts on the Mode property only. This results in changing the state of the instance.

To identify the Object Model of each object instance, open the CSV export file with a spreadsheet program and refer to the Object Model column (See also *Appendix C: Example of Exported CSV File* in the *OPC Data Access Server Manual*).

ID	Object Model	Description						
FS20UL-0010	FS20UL Alarm Control	Individual entity of control logic for alarm handling.						
States			Commands on OPC Item Mode					
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	269-Activate	2-Test	14-Normal	276-Deactivate
0 - Quiet	1 - Normal	Normal	X		X	X		
268 - Trouble Bypass	0 - Disabled	Disabled		X	X	X	X	
267 - Non Default Mode	2 - Test	Test	X		X		X	
7 - Active	1 - Normal	Activated	X			X		X
3 - Fault	1 - Normal	Fault	X		X	X		

ID	Object Model	Description							
FS20UL-0020	FS20UL Alarm Control Group	The Alarm Control Group is the means for organizing specific alarm controls .							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	258-Controls Off	265-Controls On	259-Sounders Off	266-Sounders On
			0 - Quiet	1 - Normal	Normal	X	X	X	X

ID	Object Model	Description				
FS20UL-0030	FS20UL Alert Evac Sounders	Evacuation sounders used in the Control domain.				
States			Commands on OPC Item Mode			
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	269-Activate	1-Enable	276-Deactivate
0 - Quiet	1 - Normal	Normal	X	X		
268 - Trouble Bypass	0 - Disabled	Disabled		X	X	
7 - Active	1 - Normal	Activated	X			X
7 - Active (Evac)	1 - Normal	Activated	X			X
3 - Fault	1 - Normal	Fault	X	X		
16 - Abnormal	1 - Normal	Anomaly	X	X		

ID	Object Model	Description																																																	
FS20UL-0040	FS20UL Alert Sounders	Sounders used in the Control domain.																																																	
<table border="1"> <thead> <tr> <th colspan="3">States</th> <th colspan="4">Commands on OPC Item Mode</th> </tr> <tr> <th>OPC Item PresentValue</th> <th>OPC Item Mode</th> <th>Result State</th> <th>0-Disable</th> <th>270-Activate Alert</th> <th>1-Enable</th> <th>276-Deactivate</th> </tr> </thead> <tbody> <tr> <td>0 - Quiet</td> <td>1 - Normal</td> <td>Normal</td> <td>X</td> <td>X</td> <td></td> <td></td> </tr> <tr> <td>268 - Trouble Bypass</td> <td>0 - Disabled</td> <td>Disabled</td> <td></td> <td>X</td> <td>X</td> <td></td> </tr> <tr> <td>7 - Active</td> <td>1 - Normal</td> <td>Activated</td> <td>X</td> <td></td> <td></td> <td>X</td> </tr> <tr> <td>3 - Fault</td> <td>1 - Normal</td> <td>Fault</td> <td>X</td> <td>X</td> <td></td> <td></td> </tr> <tr> <td>16 - Abnormal</td> <td>1 - Normal</td> <td>Anomaly</td> <td>X</td> <td>X</td> <td></td> <td></td> </tr> </tbody> </table>			States			Commands on OPC Item Mode				OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	270-Activate Alert	1-Enable	276-Deactivate	0 - Quiet	1 - Normal	Normal	X	X			268 - Trouble Bypass	0 - Disabled	Disabled		X	X		7 - Active	1 - Normal	Activated	X			X	3 - Fault	1 - Normal	Fault	X	X			16 - Abnormal	1 - Normal	Anomaly	X	X		
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268 - Trouble Bypass	0 - Disabled	Disabled		X	X																																														
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16 - Abnormal	1 - Normal	Anomaly	X	X																																															

ID	Object Model	Description																												
FS20UL-0050	FS20UL Area Off Fire Controls	This switches on or off the Fire Controls programmed in the related Area.																												
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268 - Trouble Bypass	0 - Disabled	Disabled		X																										

ID	Object Model	Description																												
FS20UL-0060	FS20UL Area Off Rts	This switches on or off the Remote Transmissions programmed in the related Area.																												
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268 - Trouble Bypass	0 - Disabled	Disabled		X																										

ID	Object Model	Description																												
FS20UL-0070	FS20UL Area Off Sounders	This switches on or off the Audible Souders programmed in the related Area.																												
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268 - Trouble Bypass	0 - Disabled	Disabled		X																										

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FS20UL-0080	FS20UL BACnet Device	BACnet device.											
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OPC Item PresentValue	OPC Item Mode	Result State	\	\	\	\							

ID	Object Model	Description																																										
FS20UL-0090	FS20UL Bypassable Elem	Bypassable elements mostly used in the control domain.																																										
<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th colspan="3" style="background-color: #ffffcc;">States</th> <th colspan="4" style="background-color: #ccffcc;">Commands on OPC Item Mode</th> </tr> <tr> <th style="background-color: #ffffcc;">OPC Item PresentValue</th> <th style="background-color: #ffffcc;">OPC Item Mode</th> <th style="background-color: #ffffcc;">Result State</th> <th style="background-color: #ccffcc;">0-Disable</th> <th style="background-color: #ccffcc;">1-Enable</th> <th style="background-color: #ccffcc;">\</th> <th style="background-color: #ccffcc;">\</th> </tr> </thead> <tbody> <tr> <td>0 - Quiet</td> <td>1 - Normal</td> <td>Normal</td> <td style="text-align: center;">X</td> <td></td> <td></td> <td></td> </tr> <tr> <td>268 - Trouble Bypass</td> <td>0 - Disabled</td> <td>Disabled</td> <td></td> <td style="text-align: center;">X</td> <td></td> <td></td> </tr> <tr> <td>3 - Fault</td> <td>1 - Normal</td> <td>Fault</td> <td style="text-align: center;">X</td> <td></td> <td></td> <td></td> </tr> <tr> <td>7 - Active</td> <td>1 - Normal</td> <td>Activated</td> <td style="text-align: center;">X</td> <td></td> <td></td> <td></td> </tr> </tbody> </table>			States			Commands on OPC Item Mode				OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	\	\	0 - Quiet	1 - Normal	Normal	X				268 - Trouble Bypass	0 - Disabled	Disabled		X			3 - Fault	1 - Normal	Fault	X				7 - Active	1 - Normal	Activated	X			
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268 - Trouble Bypass	0 - Disabled	Disabled		X																																								
3 - Fault	1 - Normal	Fault	X																																									
7 - Active	1 - Normal	Activated	X																																									

ID	Object Model	Description							
FS20UL-0100	FS20UL Digital Input	Logical Channels exclusively used in the control domain. Inputs are used to trigger Controls, which in turn activate Outputs or Sounders.							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	\	\
			0 - Quiet	1 - Normal	Normal	X			
			268 - Trouble Bypass	0 - Disabled	Disabled		X		
			3 - Fault	1 - Normal	Fault	X			
			16 - Abnormal	1 - Normal	Anomaly	X			

ID	Object Model	Description	States				Commands on OPC Item Mode			
FS20UL-0110	FS20UL Digital Output	Logical Channels exclusively used in the control domain. Inputs are used to trigger Controls, which in turn activate Outputs or Sounders.	OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	269-Activate	276-Deactivate	
			0 - Quiet	1 - Normal	Normal	X		X		
			10 - Test Active	1 - Normal	Test Active	X				
			16 - Abnormal	1 - Normal	Anomaly	X		X		
			3 - Fault	1 - Normal	Fault	X		X		
			268 - Trouble Bypass	0 - Disabled	Disabled		X			
			7 - Active	1 - Normal	Activated	X			X	

ID	Object Model	Description						
FS20UL-0120	FS20UL Evac Control	Individual entity of the control logic related to evacuation.						
States			Commands on OPC Item Mode					
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	271-ActivateEvac	276-Deactivate	2-Test	14-Normal
0 - Quiet	1 - Normal	Normal	X		X	X	X	
268 - Trouble Bypass	0 - Off	Disabled		X	X	X	X	X
267 - Non Default Mode	2 - Test	Test	X	X	X	X		X
7 - Active	1 - Normal	Activate	X		X	X	X	
0 - Quiet	276 - Deactivate	Deactivate						

ID	Object Model	Description				
FS20UL-0130	FS20UL Evac Sounders	Evacuation sounder channel.				
States			Commands on OPC Item Mode			
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	271-Activate Evac	1-Enable	276-Deactivate
0 - Quiet	1 - Normal	Normal	X	X		
268 - Trouble Bypass	0 - Disabled	Disabled		X	X	
7 - Active (Evac)	1 - Normal	Activated	X			X
3 - Fault	1 - Normal	Fault	X	X		
16 - Abnormal	1 - Normal	Anomaly	X	X		

ID	Object Model	Description	States				Commands on OPC Item Mode					
			OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	2-Test	14-Normal			
FS20UL-0140	FS20UL Extinguishing Zone	The Extinguishing Zone handles the raw alarm information related to extinguishing sensors.										
			0 - Quiet	1 - Normal	Normal	X		X				
			259 - Extinguishing Released	1 - Normal	Extinguishing Released	X		X				
			2 - Alarm	1 - Normal	Alarm	X		X				
			1 - Pre Alarm	1 - Normal	Pre Alarm	X		X				
			7 - Active	1 - Normal	Activated	X		X				
			3 - Fault	1 - Normal	Fault	X		X				
			16 - Abnormal	1 - Normal	Anomaly	X		X				
			6 - Not Ready	1 - Normal	Not Ready	X		X				
			268 - Trouble Bypass	0 - Disabled	Disabled		X	X		X		
			267 - Non Default Mode	2 - Test	Test	X					X	
			267 - Non Default Mode	285 - Walktest	Walktest	X		X		X		X

ID	Object Model	Description									
FS20UL-0150	FS20UL Fire Control Group	The Fire Control Group is the means for organizing the different kinds of fire controls.									
			States			Commands on OPC Item Mode					
			OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	2-Test	14-Normal	269-Activate	276-Deactivate
			0 - Quiet	1 - Normal	Normal	X		X		X	X
			268 - Trouble Bypass	0 - Disabled	Disabled		X	X	X	X	X

ID	Object Model	Description							
FS20UL-0160	FS20UL Fire Detector	Logical channels used in the detection domain for fire/smoke detection and technical alarms.							
			States		Commands on OPC Item Mode				
			OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	\	\
			0 - Quiet	1 - Normal	Normal	X			
			268 - Trouble Bypass	0 - Disabled	Disabled		X		
			267 - Non Default Mode	260 - Off Temporary	Off Temporary	X			
			16 - Abnormal	260 - Off Temporary	Off Temporary	X			
			3 - Fault	1 - Normal	Fault	X			
			7 - Active	1 - Normal	Activated	X			
			10 - Test Active	1 - Normal	Test Active	X			
			267 - Non Default Mode	2 - Test	Test	X			

ID	Object Model	Description																																																															
FS20UL-0170	FS20UL Fire Subsystem Zone	The Fire Subsystem Zone handles the raw alarm information related to different sensor types.																																																															
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6-Not Ready	1-Normal	Not Ready	X																																																														

ID	Object Model	Description						
FS20UL-0180	FS20UL Generic Control	Individual entity of the control logic. Each Control has a dedicated functionality.						
States			Commands on OPC Item Mode					
OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	269-Activate	276-Deactivate	2-Test	14-Normal
0 - Quiet	1 - Normal	Normal	X		X	X	X	
268 - Trouble Bypass	0 - Disabled	Disabled		X	X	X	X	X
267 - Non Default Mode	2 - Test	Test	X	X	X	X		X
7 - Active	1 - Normal	Activate	X		X	X	X	
0 - Quiet	1 - Normal	Deactivate	X		X	X	X	

ID	Object Model	Description
FS20UL-0190	FS20UL Generic Digital Input	Input Channels exclusively used in the logical domain. Specific sensors handle the different information from the detection devices and a logical input is used for technical alarms coming from other systems.
States		Commands on OPC Item Mode
OPC Item PresentValue	OPC Item Mode	Result State
0 - Quiet	1 - Normal	Normal
3 - Fault	1 - Normal	Fault
7 - Active	1 - Normal	Activated
16 - Abnormal	1 - Normal	Anomaly

ID	Object Model	Description																																																																						
FS20UL-0200	FS20UL Generic Element	Generic Configuration Element. This element is a member of the operation tree and is mainly used for the configuration of country-specific operations and view peripherals.																																																																						
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ID	Object Model	Description																																																																													
FS20UL-0210	FS20UL Manual Pull Station	Logical channels used in the detection domain for fire detection.																																																																													
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267 - Non Default Mode	2 - Test	Test	X																																																																												

ID	Object Model	Description							
FS20UL-0220	FS20UL Manual Zone	The Manual Zone handles the raw alarm information coming from manual call point.							
			States		Commands on OPC Item Mode				
	OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	2-Test	285-Walktest	14-Normal	
	0 - Quiet	1 - Normal	Normal	X		X	X		
	268 - Trouble Bypass	0 - Disabled	Disabled		X	X	X	X	
	16 - Abnormal	260 - Off Temporary	Off Temporary	X		X	X	X	
	16 - Abnormal	1 - Normal	Anomaly	X		X	X		
	267 - Non Default Mode	2 - Test	Test	X			X	X	
	267 - Non Default Mode	285 - Walktest	Walktest	X		X		X	
	2 - Alarm	1 - Normal	Alarm	X					

ID	Object Model	Description				
FS20UL-0230	FS20UL Multi State Value	Panel and Area multistate objects for block commands.				
States			Commands on OPC Item Mode			
OPC Item PresentValue	OPC Item Mode	Result State	2-Block Ack	3-Block Reset	4-Block Silence	5-Block Unsilence
2 - Acknowledge			X	X	X	X
3 - Reset			X	X	X	X
4 - Silence			X	X	X	X
5 - Unsilence			X	X	X	X

ID	Object Model	Description
FS20UL-0240	FS20UL Notification Class	BACnet notification class.
States		
OPC Item PresentValue	OPC Item Mode	Result State
Commands on OPC Item Mode		
\	\	\

ID	Object Model	Description	States				Commands on OPC Item Mode			
FS20UL-0250	FS20UL Output	Logical Channels exclusively used in the control domain. Inputs are used to trigger Controls, which in turn activate Outputs or Sounders.	OPC Item PresentValue	OPC Item Mode	Result State	269-Activate	276-Deactivate	0-Disable	1-Enable	
			0-Quiet	1-Normal	Normal	X	X	X	X	
			16-Abnormal	1-Normal	Anomaly	X		X		
			3-Fault	1-Normal	Fault	X		X		
			7-Active	1-Normal	Activated		x	X		
			267-Non Default Mode	0-Disabled	Disabled				X	

ID	Object Model	Description
FS20UL-0260	FS20UL Panel	An entire FS20 host (panel or terminal) with respect to the process information. In addition, a BACnet Device object is associated so that each host can be addressed as an individual node in the BACnet inter-network.
States		Commands on OPC Item Mode
OPC Item PresentValue	OPC Item Mode	Result State
0 - Quiet	1 - Normal	Normal
3 - Fault	1 - Normal	Fault
16 - Abnormal	1 - Normal	Anomaly
256 - System Fault	1 - Normal	Fault

ID	Object Model	Description																																																	
FS20UL-0270	FS20UL Pmi Visibility	The Pmi Visibility elements are attached to the Pmi Config element which models the local Pmi of an FS20 station. The subordinate Visibility elements are mainly used for configuration purposes (manual activation).																																																	
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256-System Fault	1-Normal	Fault																																																	

ID	Object Model	Description																																										
FS20UL-0280	FS20UL Pmi Standby Visibility	The PMI Visibility elements are attached to the PMI Config element which models the local PMI of an FS20 station. The subordinate Visibility elements are mainly used for configuration purposes (automatic fallback).																																										
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0-Quiet	1-Normal	Normal		\	\																																							
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256-System Fault	1-Normal	Fault		\	\																																							

ID	Object Model	Description																																																								
FS20UL-0290	FS20UL Sounders	Sounder output logical channel.																																																								
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268 - Trouble Bypass	0 - Disabled	Disabled		X	X																																																					
7 - Active	1 - Normal	Activated	X			X																																																				
10 - Test Active	1 - Normal	Normal	X		X																																																					

ID	Object Model	Description
FS20UL-0300	FS20UL Physical Device	Device in the hardware domain used in the detection loop.
States		Commands on OPC Item Mode
OPC Item PresentValue	OPC Item Mode	Result State
0 - Quiet	1 - Normal	Normal
268 - Trouble Bypass	0 - Disabled	Disabled

ID	Object Model	Description
FS20UL-0310	FS20UL Verification Elem	Counter which influences the alarm equipment and remote transmission.
States		Commands on OPC Item Mode
OPC Item PresentValue	OPC Item Mode	Result State
0 - Quiet	1 - Normal	Normal
7 - Active	1 - Normal	Activated

ID	Object Model	Description																																			
FS20UL-0320	FS20UL Voice Control Group	The means for organizing the different kind of voice controls.																																			
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States			Commands on OPC Item Mode																																		
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268 - Trouble Bypass	0 - Disabled	Disabled																																			
267 - Non Default Mode	2 - Test	Test																																			

ID	Object Model	Description	States								
			OPC Item Acked Transitions	OPC Item Operation Exj	OPC Item Silence	Commands on OPC Item Acked Transitions	Commands on OPC Item Silence	Command on OPC Item Operation Expected			
						1-Ack to offnormal	2-Ack to fault	1-Silence	7-Unsilence	4-Reset	
FS20UL-0330	FS20UL Event commands	This is not an Object Model but provides the read-only information about the event state. The event related to the point can require the acknowledge, silence/unsilence and reset commands.	7 - Normal	0 - None	3 - All Silenced						
			6 - Ack to offnormal	1 - Silence	0 - Unsilenced	X		X			
			6 - Ack to offnormal	7 - Unsilence	3 - All Silenced	X				X	
			5 - Ack to fault	0 - None	3 - All Silenced		X				
			7 - Normal	4 - Reset	0 - Unsilenced			X			X
			7 - Normal	4 - Reset	3 - All Silenced					X	X
			7 - Normal	4 - Reset	3 - All Silenced						

ID	Object Model	Description	Commands on OPC Item Mode									
FS20UL-0310	FS20UL Zone	The Zone handles the raw alarm information coming from one or more detectors. Different zones (Automatic, Technical, Gas, Multi, Extinguishing, and so on) can be used depending on purpose.	States			0-Disable	1-Enable	9-Fast	2-Test	285-Walktest	14-Normal	
			OPC Item PresentValue	OPC Item Mode	Result State							
			0 - Quiet	1 - Normal	Normal	X		X	X	X		
			268 - Trouble Bypass	0 - Disabled	Disabled		X	X	X	X	X	
			267 - Non Default Mode	9 - Fast	Fast	X			X	X	X	
			267 - Non Default Mode	8 - Slow	Slow	X		X	X	X	X	
			267 - Non Default Mode	2 - Test	Test	X		X		X	X	
			267 - Non Default Mode	285 - Walktest	Walktest	X		X	X			X
			16 - Abnormal	260 - Off Temporary	Off Temporary	X		X	X	X	X	X
			1 - Pre Alarm	1 - Normal	Pre Alarm	X		X	X	X		
			2 - Alarm	1 - Normal	Alarm	X		X	X	X		
			6 - Not Ready	1 - Normal	Not Ready	X		X	X	X		
			16 - Abnormal	1 - Normal	Abnormal	X		X	X	X		

ID	Object Model	Description	Commands on OPC Item Mode																	
FS20UL-0320	FS20UL Area	The Area controls the alarm organization.	States			Commands on OPC Item Mode														
	OPC Item PresentValue	OPC Item Mode	Result State	258-Controls Off	265-Controls On	0-Disable	1-Enable	256-Manual Off	263-Manual On	257-Non Manual Off	264-Non Manual On	14-Normal Mode	259-Sounders Off	266-Sounders On	2-Test	285-Walktest	9-Fast			
	0 - Quiet	1 - Normal	Normal	X	X	X	X	X	X	X	X	X	X	X	X	X	X			

ID	Object Model	Description	States														
			OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	256-Manual Off	263-Manual On	257-Non Manual Off	264-Non Manual On	14-Normal Mode	267-Test Manual	268-Test Non Manual	286-Walktest Manual	285-Walktest Non Manual	9-Fast
FS20UL-0330	FS20UL Area Propagation	This switches on or off the Sections and Zones programmed in the related Area.															
			0 - Quiet	1 - Normal	Normal	X		X	X	X	X	X	X	X	X	X	X
			268 - Trouble Bypass	0 - Disabled	Disabled	X	X	X	X	X	X	X	X	X	X	X	X
			267 - Non Default Mode	9 - Fast	Fast	X		X	X	X	X	X	X	X	X	X	X
			267 - Non Default Mode	2 - Test	Test	X		X	X	X	X	X	X	X	X	X	X
			267 - Non Default Mode	285 - Walktest	Walktest	X		X	X	X	X	X	X	X	X	X	X

ID	Object Model	Description											
FS20UL-0340	FS20UL Section	The Section can be used to operate a collection of zones in a safe and easy way. It provides the functionality for switching to on, off, fast, and test.	States			Commands on OPC Item Mode							
	OPC Item PresentValue	OPC Item Mode	Result State	0-Disable	1-Enable	256-Manual Off	263-Manual On	257-Non Manual Off	264-Non Manual On	14-Normal Mode	2-Test	285-Walktest	9-Fast
	0 - Quiet	1 - Normal	Normal	X		X	X	X	X	X	X	X	X
	268 - Trouble Bypass	0 - Disabled	Disabled		X	X	X	X	X	X	X	X	X
	267 - Non Default Mode	2 - Test	Test	X		X	X	X	X	X	X	X	X
	267 - Non Default Mode	285 - Walktest	Walktest	X		X	X	X	X	X	X	X	X

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