

# **User's manual**

for monitoring, automation  
and remote control module

**“Mini-Monster”**

(revision 3.0 and higher)

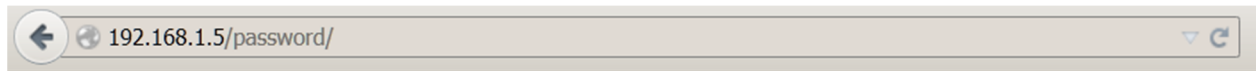
## **Appendix 2**

**"Scripts" - programmed I/O actions**

v. 1.1 English

With "Scripts" function Mini-Monster can automatically react to the Input's state changes.

You can create up to 8 rules. Mini-Monster will switch it's outputs according to input's status and this rules.



Mini-Monster32NF  
[main](#) [script](#) [settings](#)

New script

IF PIN   THEN PORT   OVR  FOR  sec

Stored scripts:

OFF 1. PIN2 L > PRT1 ON OVR none 0s X  
ON 2. PIN5 H > PRT4 ON OVR 1 20s X  
ON 3. PIN2 H > PRT4 OFF OVR 2 10s X  
ON 4. PIN5 L > PRT3 OFF OVR 1 5s X

**New script section:**

«**IF PIN**» – this is an input number which will be checked by the script. To see some inputs in this list you must configure some ports as INPUTS at "MAIN" screen. Do not forget to "Save" port state (at "MAIN" screen) or you will lose port's state after the reset.

«**THEN PORT**» – the port which controlled by this script (outputs only).

«**OVR FOR**» – script's overlapping. It's useful when one output is controlled by two inputs (scripts) simultaneously. **OVR** - number of script to be overlapped. **FOR** - Time is in seconds, 65535 - max. 0 - no overlapping.

*Example:* script\_1 > IF PIN1 is HIGH then PORT 6 ON, script\_2 > IF PIN2 is HIGH then PORT 6 OFF OVR 1 FOR 10 sec; in this case script\_2 overlaps script1 for 10 seconds. So if script\_2 triggers, script1 won't turn on port\_6 until 10 seconds passed from script's\_2 last trigger.

«**ADD**» – Adds a new scripts no a new line.

**Stored scripts** section:

«**ON/OFF**» – turns this script ON or OFF. The label represents current state. So by clicking on OFF button you will turn it ON and vice-versa.

«**X**» – deletes this script.