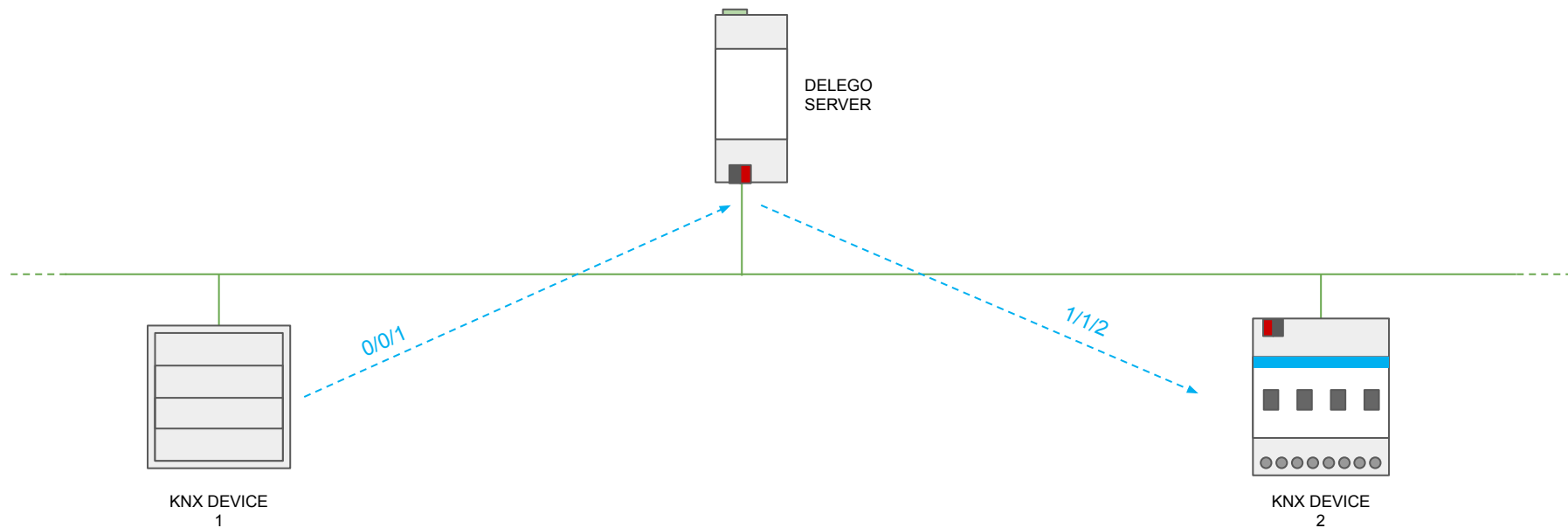


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DELÉGO | LOGICS

**TRIGGERS**

IF THIS HAPPENS  
THEN DO SOMETHING



**CONDITION**

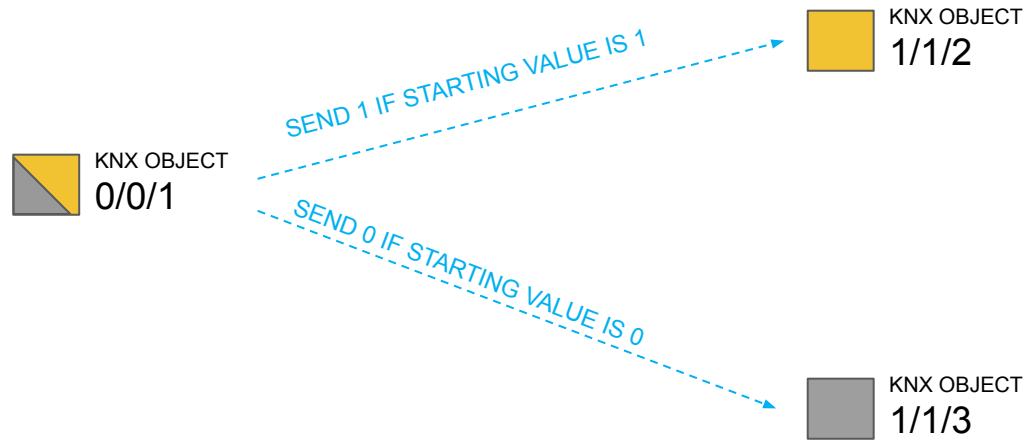
The value that the starting object must have in order to trigger

**ACTION**

The command to be executed to the destination object  
  
(if the trigger takes effect)

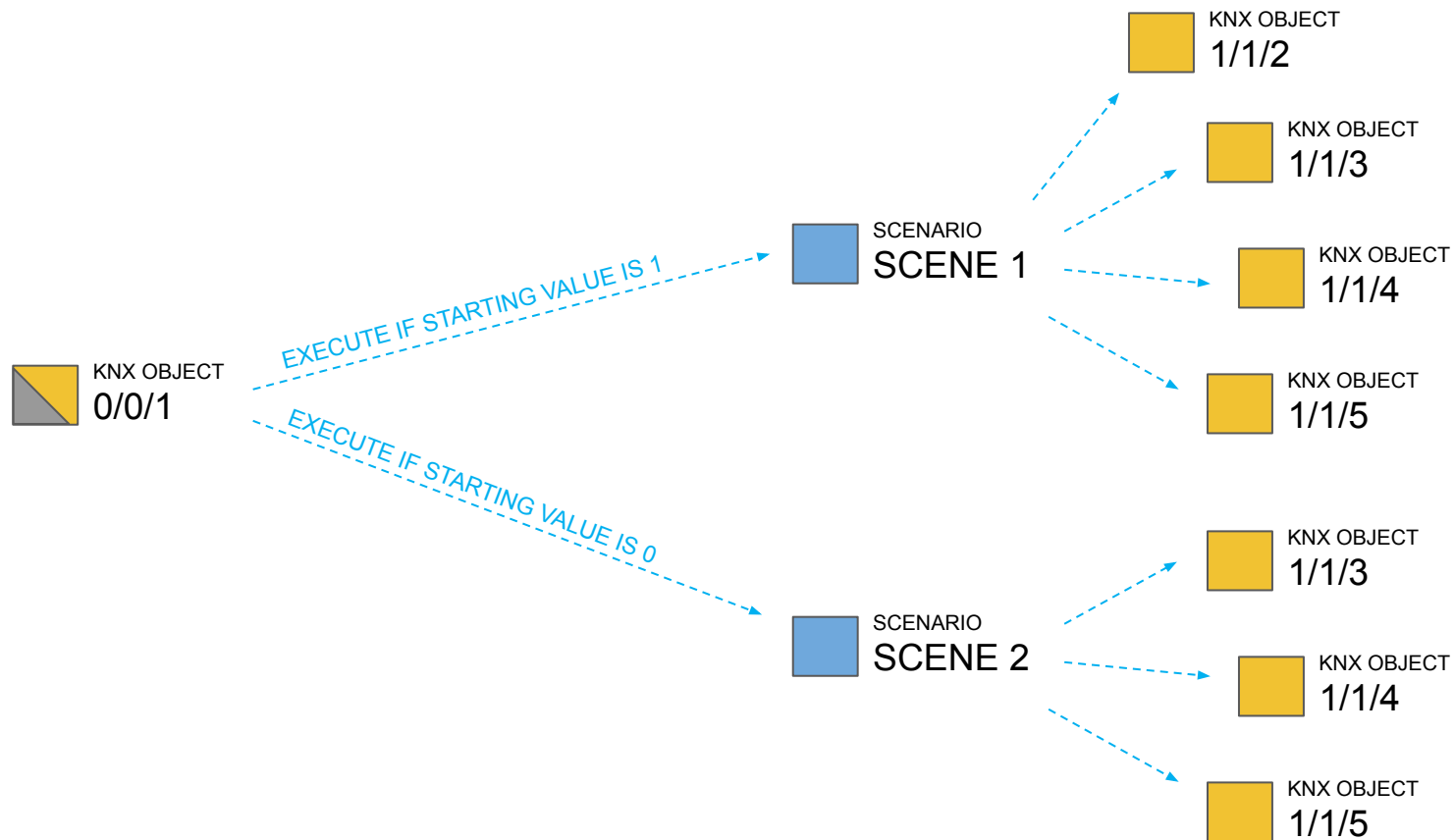
**VALUE**

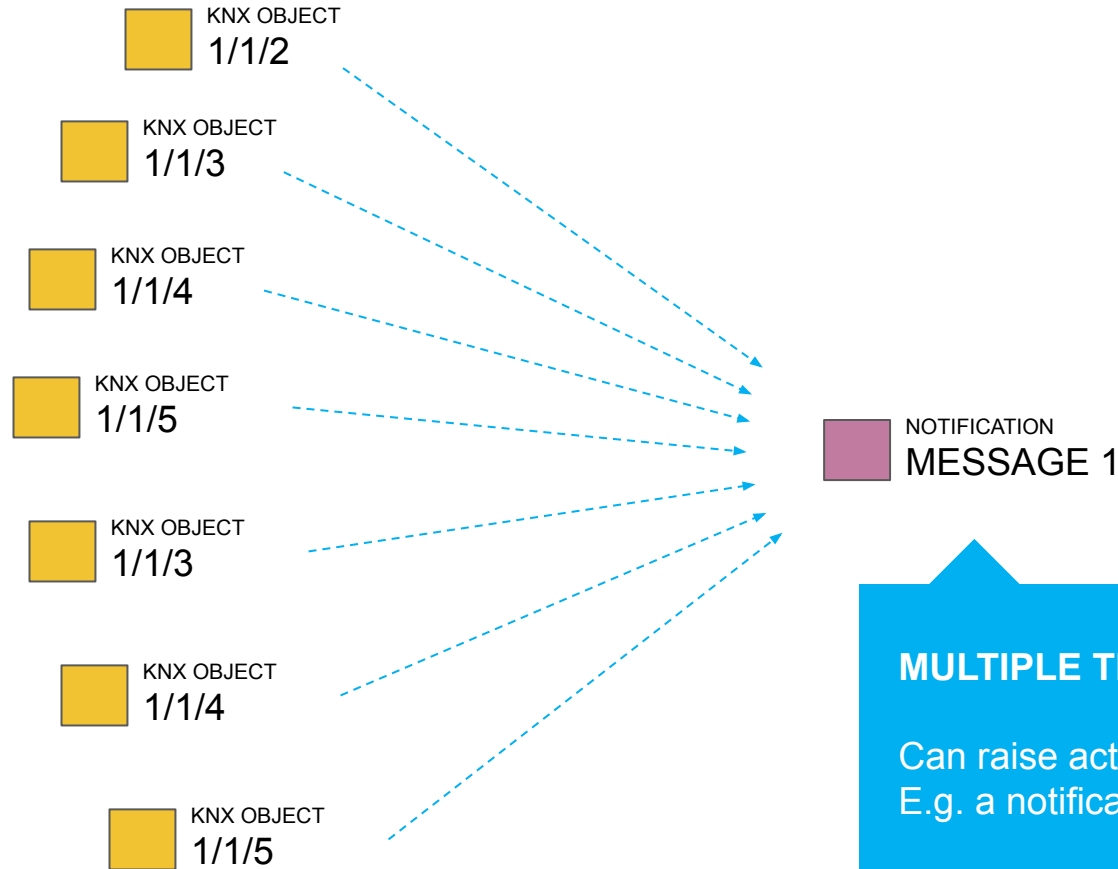
The value to be passed to the destination object  
  
(if supported by the destination object)



## CONDITIONAL TRIGGERS

Different triggers can be executed (even on the same destination object) according to different state of the starting object

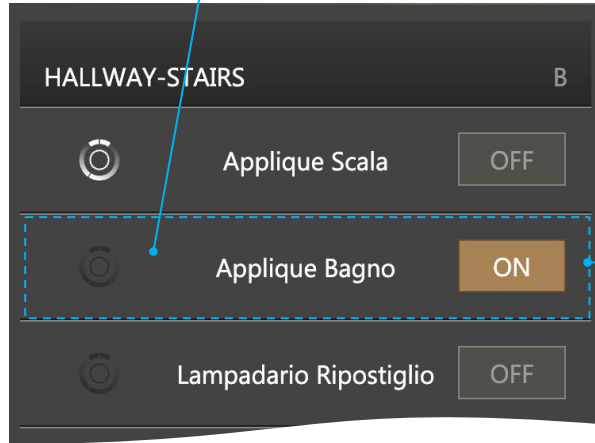




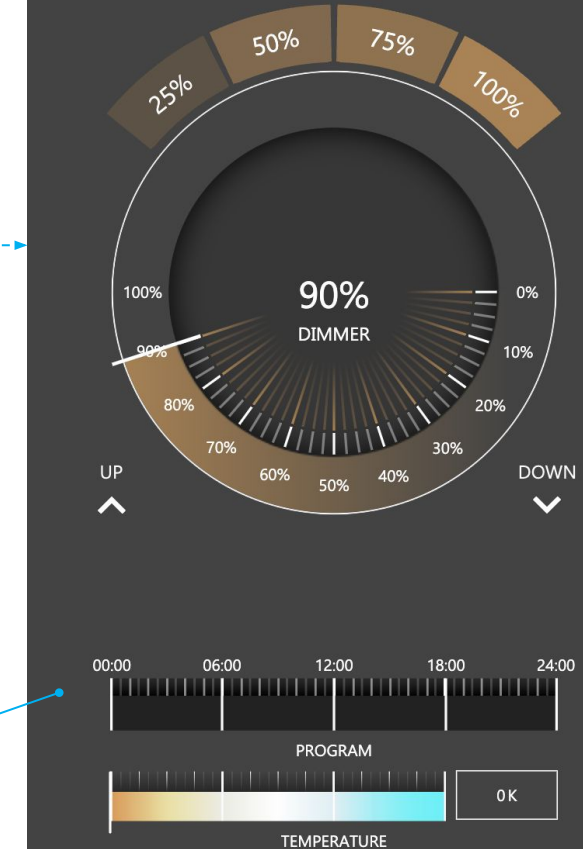
## MULTIPLE TRIGGERS

Can raise actions to the same object  
E.g. a notification with dynamic text

The functionalities of the installed devices can be reproduced in delégo in the form of **widgets**



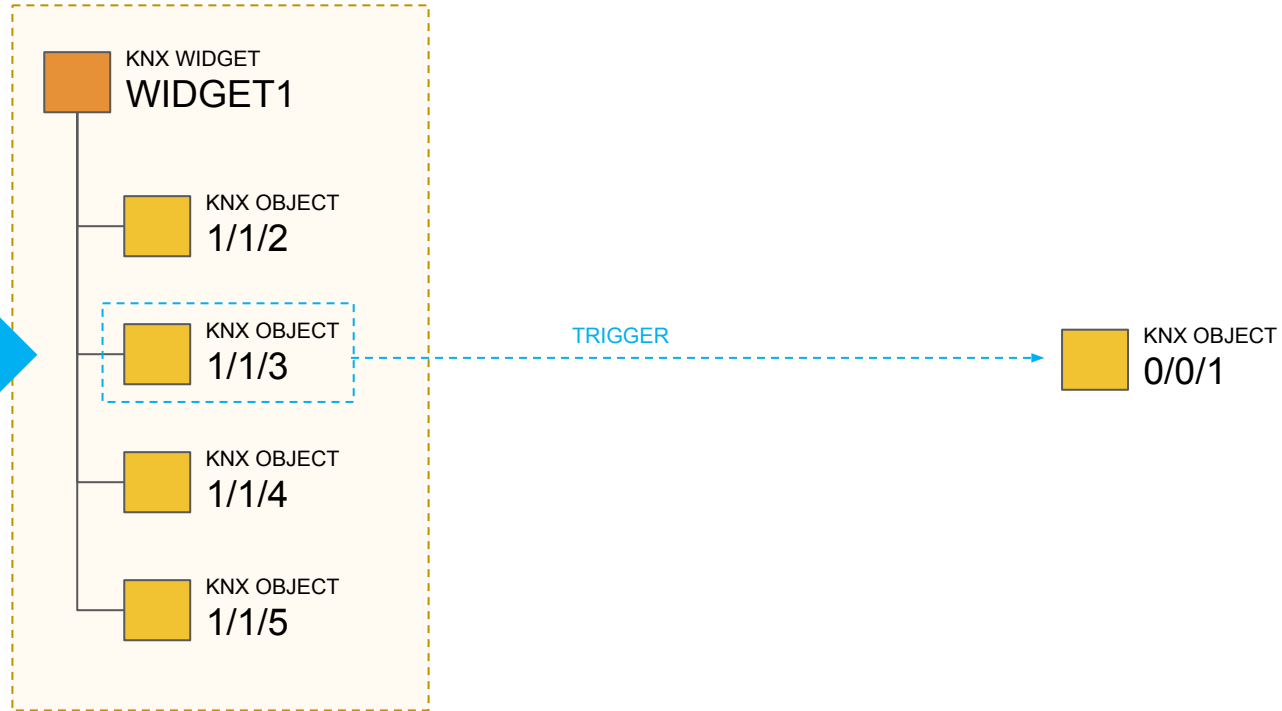
widgets are interactive elements in the visualization, giving the **real-time status** of the building and offering **advanced controls**





## PREDEFINED SUB-OBJECT

The sub-object that will trigger the action must be flagged in the edit page of the widget



delégo
VERSION 2.4.2

Search

Menu

- Setup
- Technologies
  - KNX
    - KNX Widget
      - Lighting
        - Relay 1
        - Relay 2
        - Relay 3
        - Relay 4
        - Relay 5
        - Relay 6
        - Relay 7
        - Relay 8
        - GF - Light Showcases
        - GF - Light Entrance Cmd ON/OFF
        - GF - Light Led Entrance Cmd ON/OFF
        - GF - Light Track 01 Cmd ON/OFF
        - GF - Light Track 02-03 Cmd ON/OFF
        - GF - Light Track 04 Cmd ON/OFF
      - Shading
      - Climate
      - Alarms
      - Energy
      - Other
      - ETS import
      - KNX devices
      - Widget Import/export
      - Configure communication
      - Upgrade license
      - Sentio Gateway
      - Modbus

Object properties

General information

ID: 994  
Name: GF - Light Showcases  
Room: ---  
Function: Lighting

Permissions

Visible: ☒

Cloud

Enable cloud sync: ☐  
Voice control: ☒

CLOSE REFRESH CLONE

KNX addresses

FUNCTIONALITY

VOICE MAIN

FEEDBACK

ETS ENCODING

MIN

MAX

WRITE

READ

SCH/TRG

SCEN.

STATE

UNIT

Generic (On/Off)	1/3/0	1/3/3	Switching (1 bit)			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Off	+
Brightness value	1/3/2	1/3/4	Dimming value (1 byte)			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0%	+
Colour temperature	-/-	-/-	16 bit counter (2 byte)			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0	+
Color temperature %	-/-	-/-	Dimming value (1 byte)			<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	0%	+

PREDEFINED SUB-OBJECT FLAG

ETS PROJECT

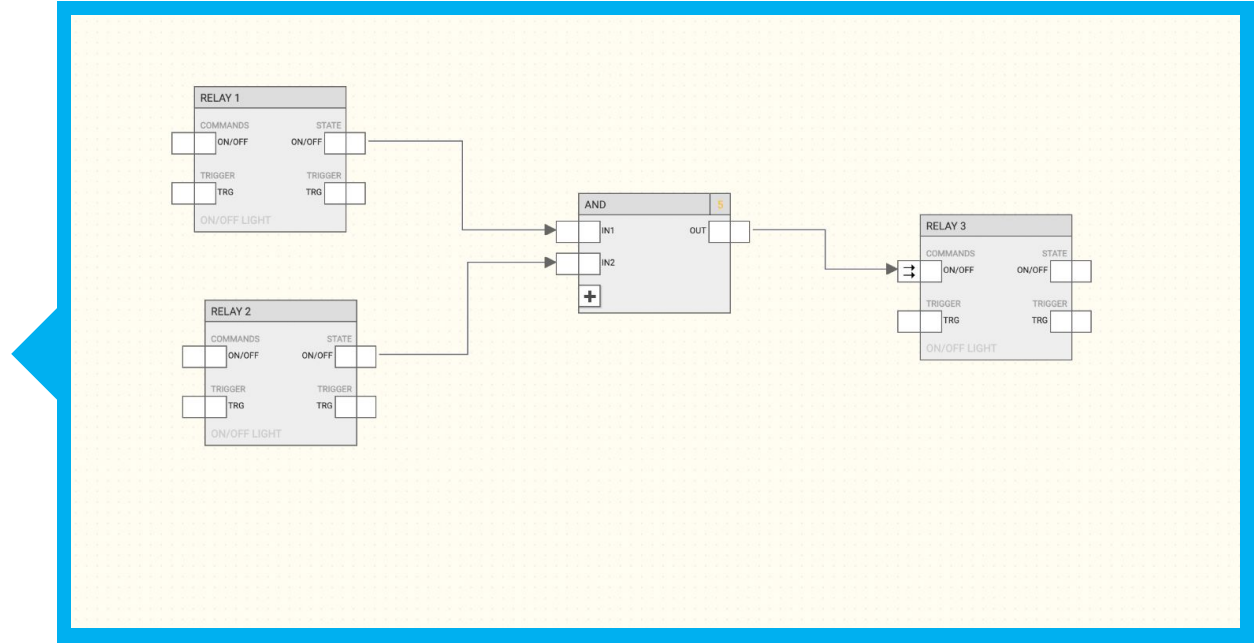
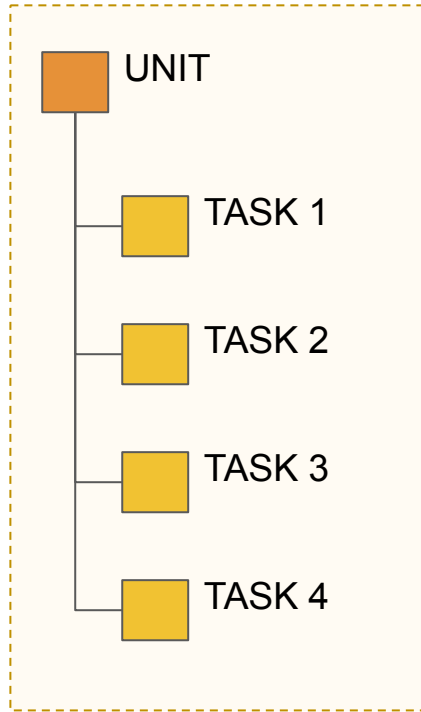
Lighting

Relay 1

GF - Light Showcases

0 4 0

LOGICS | UNIT  
TASKS  
BLOCKS



**delégo** VERSION 2.4.2

**TOOLBAR**

**LIBRARY**

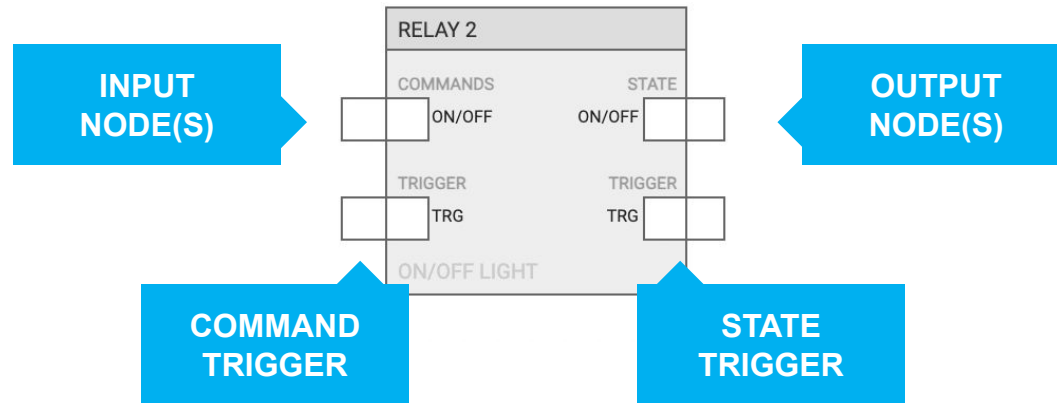
- Menu
- Setup
- Technologies
- Floors
- Functions
- Scenes
- Notifications
- Logics
  - Logic units
    - Logic unit 1
    - Task 1
  - Library
    - Combinatorial logics
      - AND
      - OR
      - XOR
      - NOT
    - Sequences
    - Gates
    - Comparisons
    - Math operations
    - Counters
    - Timers & schedules
    - Binary variables
    - Numeric variables
    - Constants
  - Drawing tools
  - Advanced functions
  - Options
  - Load control
  - Consumption monitor
  - Data log

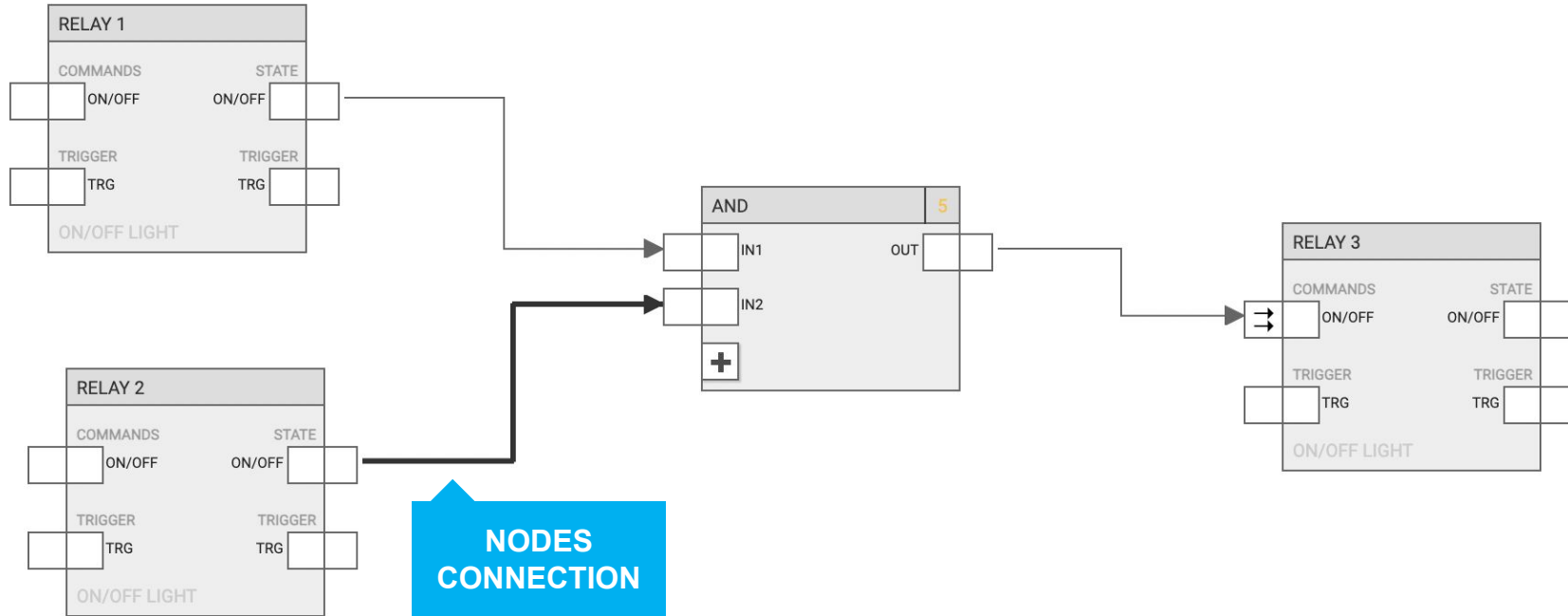
**TECHNOLOGIC BLOCKS**

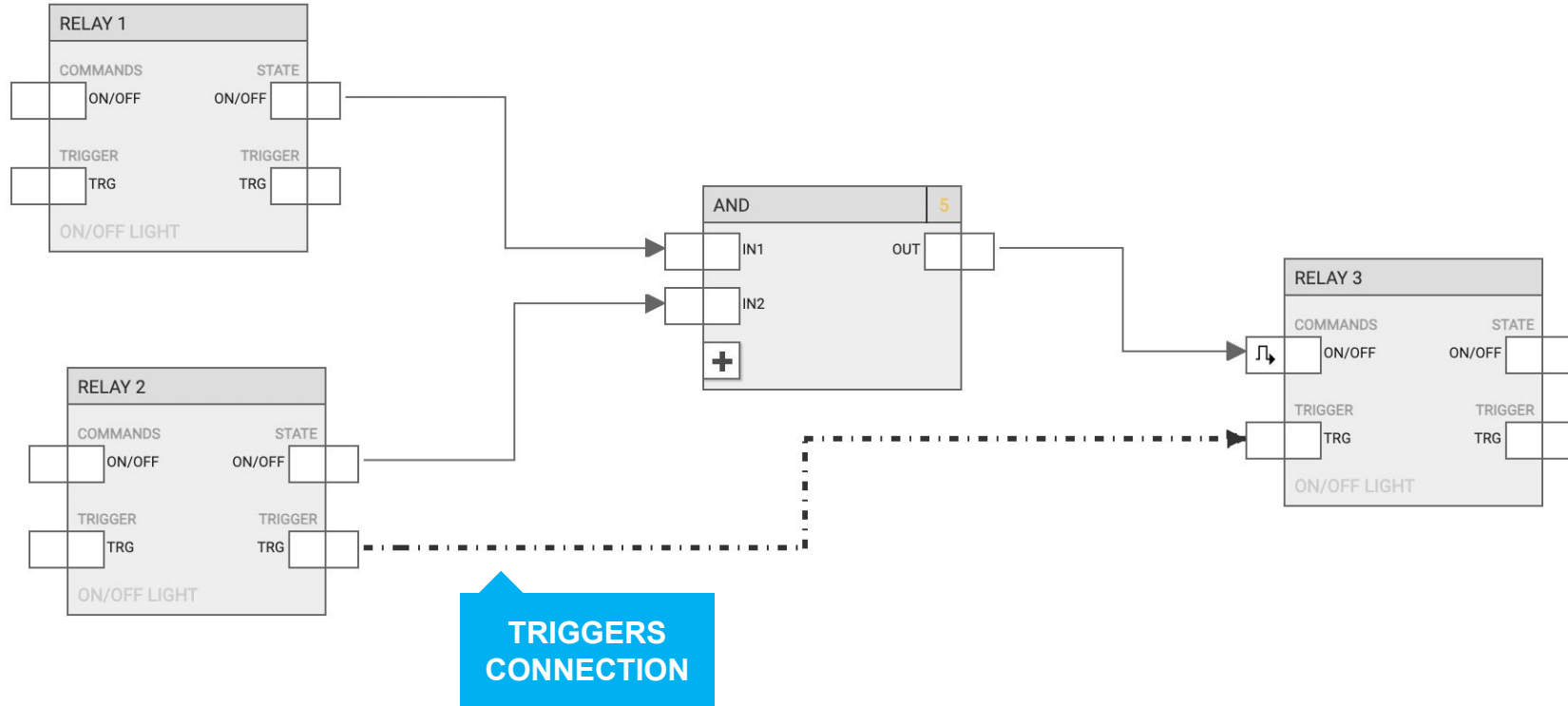
**LOGIC BLOCKS**

Diagram illustrating a logic configuration in the delégo software interface. The interface shows a workspace with three relay blocks (RELAY 1, RELAY 2, RELAY 3) and an AND logic block. RELAY 1 and RELAY 2 are connected to the AND block's inputs (IN1 and IN2). The output of the AND block is connected to RELAY 3. The interface also includes a menu on the left, a toolbar at the top, and a status bar at the bottom.

Logic unit 1 | Task 1









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Thanks for your  
attention