



SRPM BACnet Object List

Object Type	Instance	Object Description	Values	Notes
Analog Input	1	Pressure	±FS	-FS≤P≤+FS
Analog Value	1	0-10 VDC Output 0-5 VDC Output 0-20 mA Output	Theoretical O/P value	One of these output is present at any time
	2	Alarm low limit	Range dependent	
	3	Alarm high limit	Range dependent	
	4	Mute time out	0-9999	
	5	Alarm delay	0-9999	
	6	Buzzer volume	0-4	
Binary Input	1	Door contact status	0 - Closed 1 - Open	Whether door is open or closed
Binary Value	1	Relay status	0 - Off 1 - On	Whether relay is on or off
	2	Pressure out of limit condition	0 - No 1 - Yes	Pressure out of limits condition, alarm relay time not expired
	3	Occupied/no-isolation	0 - No-isolation 1 - Occupied	Used to indicate whether the room is occupied or no-isolation
	4	Audible alarm activation status	0 - Disabled 1 - Enabled	Audible alarm enabled/disabled
	5	Latch alarm activation status	0 - Disabled 1 - Enabled	Latch alarm enabled/disabled
	6	Door contact activation status	0 - Disabled 1 - Enabled	Door contact indicator enabled/disabled
	7	Supervisor password protection activation status	0 - Disabled 1 - Enabled	Password protection enabled/disabled
	8	Operator password protection activation status	0 - Disabled 1 - Enabled	Password protection enabled/disabled
Device	1	Device identification		Mandatory object
Event Enrollment	1	Alarm		Pressure out of limit and alarm delay timer expired event
	2	Pressure out of limit		Pressure out of limit and timer not expired event
	3	Door open		Door open event
Multi-State Input	1	Backlight status	1 - Normal 2 - Warning 3 - Alarm	Corresponds to backlight control



Multi-State Value	1	Analog output type	1 - 4-20 mA 2 - 0-5 VDC 3 - 0-10 VDC	Analog output type
	2	Engineering units	1 - "W.C. 2 - Pa 3 - Cm W.C.	Pressure unit
	3	Room Type	1 - Positive 2 - Negative 3 - Neutral	Room type
Notification Class	1	Alarm		Pressure out of limit and alarm delay timer expired event
	2	Pressure out of limit		Pressure out of limit and alarm delay timer not expired event
	3	Door open		Door open event