

## API COMMANDS

### SET (Analog Input)

Sends a defined value to an input of a function block.

**Syntax:**

SET(FunctionBlock;Input;Value)

	Description	Comment
Function Block	Abbreviation of the function block to which the command should be sent.	
Input	Abbreviation of the input to which the command should be sent.	
Value	Value to be sent to the input of the function block. If the field is left empty, the value is taken from the Touch Pure Flex Button.	

### SET (Digital Input)

Sends a defined value to an input of a function block.

**Syntax:**

SET(FunctionBlock; Input; Value)

	Description	Comment
Function Block	Abbreviation of the function block to which the command should be sent.	
Input	Abbreviation of the input to which the command should be sent.	
Value	Value to be sent to the input of the function block. If the field is left empty, the value is taken from the Touch Pure Flex Button. Possible values: <ul style="list-style-type: none"> <li>- pulse: Sends a pulse when pressing the button on the Touch Pure Flex.</li> </ul>	

- On: Sends a 1 when pressing the button on the Touch Pure Flex.
- Off: Sends a 0 when pressing the button on the Touch Pure Flex.

## SETT5

Set a specific button of a T5 input.

### Syntax:

SETT5(FunctionBlock; Input; T5-Button;[Value])

	Description	Comment
Function Block	Abbreviation of the function block to which the command should be sent.	
Input	Abbreviation of the input to which the command should be sent.	
T5-Button	T5-button for which the value should be set. (1: Shading up, 2: Volume up, 3: Light, 4: Shading down, 5: Volume down)	
Value	Value to be sent to the input of the function block. If the field is left empty, the value is taken from the Touch Pure Flex Button. Possible values: <ul style="list-style-type: none"> <li>- pulse: Sends a pulse when pressing the button on the Touch Pure Flex.</li> <li>- On: Sends a 1 when pressing the button on the Touch Pure Flex.</li> <li>- Off: Sends a 0 when pressing the button on the Touch Pure Flex.</li> </ul>	

## **MENU (Analog Input)**      *Only relevant for the Touch Pure Flex.*

Implements a value selection via the up-down buttons on the Touch Pure Flex.

The user can select between different texts, after selecting a text the corresponding value is sent to the function block.

The value-text pairs can be defined in the options of the command. If no value-text pairs are defined it is tried to fill them automatically, this is possible for some function blocks (e.g. Mood of Lighting Controller, Fav of Audio Player, ...). Other function blocks display the numeric value.

### **Syntax:**

MENU(FunctionBlock;Input;[Value1:Text1];[Value2:Text2];...)

	Description	Comment
Function Block	Abbreviation of the function block to which the command should be sent.	
Input	Abbreviation of the input to which the command should be sent.	
Start value	Value that is initially set when the button is clicked and starting value of the selection. If empty the current value is used. Special values: '+' Increases the current value, '-' Decreases the current value.	
ValueX:TextX	ValueX=Value to be sent when the text is selected. TextX=Text to be shown on the display.	

## **VALUESELECT (Analog Input)**      *Only relevant for the Touch Pure Flex.*

Implements a value selection via the up-down buttons on the Touch Pure Flex.

The selection range and the step size can be defined using the options of the command. If not defined the values are taken automatically from the selected input."

### **Syntax:**

VALUESELECT(FunctionBlock;Input;[Value];[MinValue];[MaxValue];[Stepsize];[Unit])

	Description	Comment
Function Block	Abbreviation of the function block to which the command should be sent.	

Input	Abbreviation of the input to which the command should be sent.	
Start value	Value that is initially set when the button is clicked and starting value of the selection. If empty the current value is used. Special values: '+' Increases the current value, '-' Decreases the current value.	
MinValue	Defines the allowed minimum value.	
MaxValue	Defines the allowed maximum value.	
Stepsize	Defines the step size.	
Unit	Defines the unit.	

## **TIMESELECT** *Only relevant for the Touch Pure Flex.*

Implements a time selection in minutes via the up-down buttons on the Touch Pure Flex.

### **Syntax:**

TIMESELECT(FunctionBlock;Input;[Start-Time];[Stepsize])

	Description	Comment
Function Block	Abbreviation of the function block to which the command should be sent.	
Input	Abbreviation of the input to which the command should be sent.	
Start value	Value that is initially set when the button is clicked and starting value of the selection. If empty the current value is used. Special values: '+' Increases the current value, '-' Decreases the current value.	
Stepsize	Defines the step size.	

## **WAIT**      *Only relevant for the Touch Pure Flex.*

Wait for the specified duration until executing the next API command.

### **Syntax:**

WAIT(Time)

	Description	Comment
Time	Wait time in Milliseconds	

## **GETINPUT**      *Only relevant for the Touch Pure Flex.*

Get the current value from an input or a parameter of a control.

### **Syntax:**

GETINPUT(FunctionBlock;Input;[Value1:Text1];[Value2:Text2];...)

	Description	Comment
Function Block	Abbreviation of the function block to which the command should be sent.	
Input	Abbreviation of the input from which the value should be get.	
ValueX:TextX	ValueX=Value that is replaced with the text TextX.	

## **GETOUTPUT**      *Only relevant for the Touch Pure Flex.*

Get the current value from an input or a parameter of a control.

### **Syntax:**

GETOUTPUT(FunctionBlock;Output;[Value1:Text1];[Value2:Text2];...)

	Description	Comment
Function Block	Abbreviation of the function block to which the command should be sent.	
Input	Abbreviation of the output from which the value should be get.	

ValueX:TextX

ValueX=Value that is replaced with the text TextX.

## ECHO *Only relevant for the Touch Pure Flex.*

Listen to responses of function blocks and display the response. For example, a lighting controller sends the current active light mood when it is changed. Or a shading block sends the text 'LOCKED' when trying to move it while it's locked. This text is then displayed on the Touch Pure Flex and thus provides feedback to the user.

The command is active as long as the overrun duration of the Touch Pure Flex or a different button is pressed.

### Syntax:

ECHO(FunctionBlock)

	Description	Comment
FunctionBlock	Abbreviation of the function block for which to allow to display texts. All other controls are ignored.	

## Chaining multiple commands *Only relevant for the Touch Pure Flex.*

It is also possible to chain several commands. An = sign must be set at the beginning and the concatenation is done with an AND sign (&). The commands are executed one after the other. When a button is pressed again, the running command is restarted.

### Syntax:

=Command1()&Command2()&Command3()&...

## Display Text *Only relevant for the Touch Pure Flex.*

API commands can also be used for the display text of the Touch Pure Flex, a formula must start with a '=' here, otherwise it will be interpreted as pure text. As an example, the volume is increased with the API command and this is then shown on the display after a short waiting time (time is necessary for the volume to be increased, otherwise the previous volume is displayed).

Only the WAIT, GETINPUT, GETOUTPUT & ECHO commands or texts are useful here.

API Command	Display Text	Spe
-	Different assignments	⚙️ -
SET(AP;V+;pulse)	=WAIT(500)&GET(AP;ACQVol)&:"%	⚙️ -
		⚙️ -

## **Nesting**

Nesting, for example, a GET in a SET is currently not supported!