

## DTXr - Bug #9

### Reversed polarity irreversable!

09/06/2022 01:21 PM - David Fredriksson

<b>Status:</b> Closed	<b>Start date:</b> 09/06/2022
<b>Priority:</b> Normal	<b>Due date:</b>
<b>Assignee:</b>	<b>% Done:</b> 0%
<b>Category:</b>	<b>Estimated time:</b> 0.00 hour
<b>Target version:</b> 3.1.7	
<b>Reported Version:</b>	

**Description**

On Device 83342 (KONGSBERG) Domain SWEPROD

firmware-revision Not set  
ver 3.9.13

On the Object view page:  
I can change binary input object to reverse an hit writ and that will be changed.  
I (don't know how that effects anything in the javascript part)  
However, if I after changing to reversed, try to change back to normal, nothing happends.

#### History

**#1 - 12/02/2022 07:47 PM - Torbjorn Carlqvist Admin**

- Target version set to 3.1.6

**#2 - 01/06/2023 05:12 PM - Torbjorn Carlqvist Admin**

- Target version changed from 3.1.6 to 3.1.7

**#3 - 01/06/2023 05:16 PM - Torbjorn Carlqvist Admin**

Had to move this to ver 3.1.7

Some reading about polarity due to BACnet spec:

Only applicable in Binary Input and Binary Output objects.

#### Facts

In some applications, electronic circuits may reverse the relationship between the application-level logical states, ACTIVE and INACTIVE, and the physical state of the underlying hardware. For example, a normally open relay contact may result in an ACTIVE state (device energized) when the relay is energized, while a normally closed relay contact may result in an ACTIVE state (device energized) when the relay is not energized.

#### Present\_Value (Commandable)

This property, of type BACnetBinaryPV, reflects the logical state of the Binary Output. The logical state of the output shall be either INACTIVE or ACTIVE. **The relationship between the Present\_Value and the physical state of the output is determined by the Polarity property.** The possible states are summarized in Table 12-9. Table 12-9. BACnet Polarity Relationships Present\_Value Polarity Physical State of Output Physical State of Device INACTIVE NORMAL OFF or INACTIVE not running ACTIVE NORMAL ON or ACTIVE running INACTIVE REVERSE ON or ACTIVE not running ACTIVE REVERSE OFF or INACTIVE running

#### Polarity

This property, of type BACnetPolarity, indicates the relationship between the physical state of the output and the logical state represented by the Present\_Value property. If the Polarity property is NORMAL, then the ACTIVE state of the Present\_Value property is also the ACTIVE or ON state of the physical output as long as Out\_Of\_Service is FALSE. If the Polarity property is REVERSE, then the ACTIVE state of the Present\_Value property is the INACTIVE or OFF state of the physical output as long as Out\_Of\_Service is FALSE. See Table 12-9. If Out\_Of\_Service is TRUE, then the Polarity property shall have no effect on the physical output state.

**#4 - 01/06/2023 05:56 PM - Torbjorn Carlqvist Admin**

- Status changed from New to In Progress

**#5 - 01/12/2023 09:16 AM - Torbjorn Carlqvist Admin**

- Status changed from In Progress to Resolved

**#6 - 01/23/2023 11:21 AM - Torbjorn Carlqvist Admin**

*- Status changed from Resolved to Closed*