

Desigo CC

Data Centers Common Library

Data Centers symbols and sample pages

Key Words: Data Center, symbols, libraries, Desigo CC, server, rack, electrical

| | |
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| Author: | Spas Ormandzhiev |
| Company: | Siemens |

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1. About this document

1.1. Purpose

This document describes the content of the Data Centers library delivery for the Management Station. It helps Project Engineers and Graphics Engineers to get a quick overview of the available basic graphic elements, such as static and dynamic graphic symbols and sample pages. It provides information about the available shapes and data point substitutions for dynamic symbols.

1.2. Scope

This document applies to the Desigo CC MP2.1.


2. Library description

The Desigo CC Data Centers Library package does not replace the existing Standard HQ libraries but extends them.


| Description | Name | Version |
|--------------------------|------------------------------------|----------------|
| Electrical (Data Center) | BA_Electrical_Data_Center_101_HQ_1 | 1.0 |
| Room (Data Center) | BA_Room_Data_Center_101_HQ_1 | 1.0 |
| Services (Data Center) | BA_Services_Data_Center_101_HQ_1 | 1.0 |

2.1. Electrical (BA_Electrical_Data_Center_101_HQ_1)


2.1.1. DYN_2D_Accumulator_Primary Cell_None_Vertical_001_101

| | | | |
|---|--------------|--|----------|
| Symbol Name | | | |
| DYN_2D_Accumulator_Primary Cell_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Accumulator | Primary cell | | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for primary cell | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.2. DYN_2D_Automatic_Return_None_Vertical_001_101

| | | | |
|---|--------|--|----------|
| Symbol Name | | | |
| DYN_2D_Automatic_Return_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Automatic | Return | | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for automatic return | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.3. DYN_2D_Battery_Accumulators_Primary Cells_Vertical_001_101

| | | | |
|---|--------------|--|----------|
| Symbol Name | | | |
| DYN_2D_Battery_Accumulators_Primary Cells_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Battery | Accumulators | Primary Cells | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for battery accumulators | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.4. DYN_2D_Capacitor_None_None_Vertical_001_101

| | | | |
|---|--|--|----------|
| Symbol Name | | | |
| DYN_2D_Capacitor_None_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Capacitor | | | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for capacitor | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.5. DYN_2D_Capacitor_Polarized_None_Vertical_001_101

| | | | |
|---|-----------|--|----------|
| Symbol Name | | | |
| DYN_2D_Capacitor_Polarized_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Capacitor | Polarized | | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for polarized capacitor | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.6. DYN_2D_Capacitor_Pre-set_Adjustment_Veritical_001_101

| | | | |
|---|---------|--|----------|
| Symbol Name | | | |
| DYN_2D_Capacitor_Pre-set_Adjustment_Veritical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Capacitor | Pre-set | Adjustment | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for capacitor | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.7. DYN_2D_Capacitor_Variable_None_Vertical_001_101

| | | | |
|---|----------|--|----------|
| Symbol Name | | | |
| DYN_2D_Capacitor_Variable_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Capacitor | Variable | | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for variable capacitor | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.8. DYN_2D_Controller_None_None_Vertical_001_101

| | |
|---|--|
| Symbol Name | |
| DYN_2D_Controller_None_None_Vertical_001_101 | |
| Library | |
| BA_Electrical_Data_Center_101_HQ_1 | |
| Description | |
| Controller | |
| Symbol | |
|  | |
| Remarks: | |
| | |
| Substitutions | Set of Values |
| *Animation | Dynamic 2D digital symbol for controller |
| RedColorForValue | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 |


2.1.9. DYN_2D_Counter_General_None_None_001_101

| | | | |
|---|---------|---------------------------------------|--|
| Symbol Name | | | |
| DYN_2D_Counter_General_None_None_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Counter | General | | |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for counter | |


2.1.10. DYN_2D_Frequency converter_AC-DC_Digital_Vertical_001_101

| | | | |
|---|-------|--|----------|
| Symbol Name | | | |
| DYN_2D_Frequency converter_AC-DC_Digital_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Frequency converter | AC-DC | Digital | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for frequency converter | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.11. DYN_2D_Heating Element_None_None_Vertical_001_101

| | | | |
|---|--|--|----------|
| Symbol Name | | | |
| DYN_2D_Heating Element_None_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Heating Element | | | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for heating element | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.12. DYN_2D_Indicator_Meter_Generic_Horizontal_001_101

| | | | |
|---|-------|--|------------|
| Symbol Name | | | |
| DYN_2D_Indicator_Meter_Generic_Horizontal_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Indicator | Meter | Generic | Horizontal |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for indicator meter | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |
| FontSize | | User can set the font size (Default value = 14) | |
| Text | | Enter the text (Default Text = A) | |


2.1.13. DYN_2D_Indicator_Meter_Generic_Vertical_001_101

| | | | |
|---|-------|--|----------|
| Symbol Name | | | |
| DYN_2D_Indicator_Meter_Generic_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Indicator | Meter | Generic | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for indicator meter | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |
| FontSize | | User can set the font size (Default value = 14) | |
| Text | | Enter the text (Default Text = A) | |

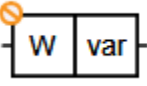
2.1.14. DYN_2D_Inductor_None_None_Vertical_002_101

| | |
|---|--|
| Symbol Name | |
| DYN_2D_Inductor_None_None_Vertical_002_101 | |
| Library | |
| BA_Electrical_Data_Center_101_HQ_1 | |
| Description | |
| Inductor | |
| Symbol | |
|  | |
| Remarks: | |
| | |
| Substitutions | Set of Values |
| *Animation | Dynamic 2D digital symbol for inductor |
| RedColorForValue | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 |

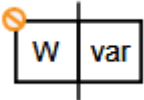
2.1.15. DYN_2D_Latching Device_None_None_Vertical_001_101

| | | | |
|---|--------|--|----------|
| Symbol Name | | | |
| DYN_2D_Latching Device_None_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Latching | Device | | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for latching device | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.16. DYN_2D_Meter_Double_Generic_Horizontal_001_101

| | | | |
|---|--------|--|------------|
| Symbol Name | | | |
| DYN_2D_Meter_Double_Generic_Horizontal_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Meter | Double | Generic | Horizontal |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for watt and varmeter | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |
| FontSize | | User can set the font size (Default value = 14) | |
| Text1 | | Enter the text from the left side (Default Text = W) | |
| Text2 | | Enter the text from the right side (Default Text = var) | |


2.1.17. DYN_2D_Meter_Double_Generic_Vertical_001_101

| | | | |
|---|--------|--|----------|
| Symbol Name | | | |
| DYN_2D_Meter_Double_Generic_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Meter | Double | Generic | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for for watt and varmeter | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |
| FontSize | | User can set the font size (Default value = 14) | |
| Text1 | | Enter the text from the left side (Default Text = W) | |
| Text2 | | Enter the text from the right side (Default Text = var) | |


2.1.18. DYN_2D_Meter_Watt_Generic_Horizontal_001_101

| | | | |
|---|------|--|------------|
| Symbol Name | | | |
| DYN_2D_Meter_Watt_Generic_Horizontal_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Meter | Watt | Generic | Horizontal |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for wattmeter | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |
| FontSize | | User can set the font size (Default value = 14) | |
| Text | | Enter the text (Default Text = W) | |


2.1.19. DYN_2D_Meter_Watt_Generic_Vertical_001_101

| | | | |
|---|------|--|----------|
| Symbol Name | | | |
| DYN_2D_Meter_Watt_Generic_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Meter | Watt | Generic | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for wattmeter | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |
| FontSize | | User can set the font size (Default value = 14) | |
| Text | | Enter the text (Default Text = W) | |


2.1.20. DYN_2D_Potentiometer_None_None_Vertical_001_101

| | | | |
|---|--|--|----------|
| Symbol Name | | | |
| DYN_2D_Potentiometer_None_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Potentiometer | | | Vertical |
| Symbol | | | |
|  | | | |
| Remarks | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for potentiometer | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.21. DYN_2D_Resistor_None_None_Vertical_001_101

| | | | |
|---|---------|--|----------|
| Symbol Name | | | |
| DYN_2D_Resistor_None_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Resistor | General | | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for resistor general | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.22. DYN_2D_Resistor_Variable_None_Vertical_001_101

| | | | |
|---|----------|--|----------|
| Symbol Name | | | |
| DYN_2D_Resistor_Variable_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Resistor | Variable | | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for resistor variable | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.23. DYN_2D_Switch_Manual NonLocking NC_Digital_Verical_001_101

| | | | |
|---|-----------|--|----------|
| Symbol Name | | | |
| DYN_2D_Switch_Manual NonLocking NC_Digital_Verical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Switch | Manual/NC | Digital | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for nonlocking NC | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.24. DYN_2D_Switch_manual NonLocking NO_Digital_Vertical_001_101

| | | | |
|---|-----------|--|----------|
| Symbol Name | | | |
| DYN_2D_Switch_manual NonLocking NO_Digital_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Switch | Manual/NO | Digital | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for switch nonlocking NO | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.25. DYN_2D_Switch_NC_Digital_Vertical_003_101

| | | | |
|---|----|--|----------|
| Symbol Name | | | |
| DYN_2D_Switch_NC_Digital_Vertical_003_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Switch | NC | Digital | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for switch NC | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.26. DYN_2D_Switch_NO_Digital_Vertical_003_101

| | | | |
|---|----|--|----------|
| Symbol Name | | | |
| DYN_2D_Switch_NO_Digital_Vertical_003_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Switch | NO | Digital | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for electric generator | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.27. DYN_2D_Varistor_None_None_Vertical_001_101

| | | | |
|---|--|--|----------|
| Symbol Name | | | |
| DYN_2D_Varistor_None_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Varistor | | | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for varistor | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.28. DYN_2D_Wave Rectifier_None_None_Vertical_001_101

| | | | |
|---|-----------|--|----------|
| Symbol Name | | | |
| DYN_2D_Wave Rectifier_None_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Wave | Rectifier | | Vertical |
| Symbol | | | |
|  | | | |
| Remarks: | | | |
| | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 2D digital symbol for wave rectifier | |
| RedColorForValue | | (Default value=1) 0 = (Red when Animation = 0; Green when Animation = 1) 1 = (Green when Animation = 0; Red when Animation = 1) 2 = Black for Animation = 0 and Animation = 1 | |


2.1.29. STA_2D_Circuit_Connection_None_Horizontal_001_101

| | | | |
|---|------------|--|--|
| Symbol Name | | | |
| STA_2D_Circuit_Connection_None_Horizontal_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Circuit connenction | Horizontal | | |
| Symbol | | | |
|  | | | |

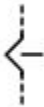
2.1.30. STA_2D_Circuit_Connection_None_Vertical_001_101

| | | | |
|---|----------|--|--|
| Symbol Name | | | |
| STA_2D_Circuit_Connection_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Circuit connection | Vertical | | |
| Symbol | | | |
|  | | | |


2.1.31. STA_2D_Detent_Disengaged_None_Vertical_001_101

| | | | |
|---|------------|--|----------|
| Symbol Name | | | |
| STA_2D_Detent_Disengaged_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Detent | Disengaged | | Vertical |
| Symbol | | | |
|  | | | |


2.1.32. STA_2D_Detent_Engaged_None_None_001_101

| | | | |
|---|---------|--|----------|
| Symbol Name | | | |
| STA_2D_Detent_Engaged_None_None_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Detent | Engaged | | Vertical |
| Symbol | | | |
|  | | | |


2.1.33. STA_2D_Detent_Non-automatic_Return_None_None_001_101







| | | | |
|---|---------------|--------|----------|
| Symbol Name | | | |
| STA_2D_Detent_Non-automatic_Return_None_None_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Detent | Non-automatic | Return | Vertical |
| Symbol | | | |
|  | | | |

2.1.34. STA_2D_Inductor_None_None_Vertical_001_101

| | | | |
|---|--|--|----------|
| Symbol Name | | | |
| STA_2D_Inductor_None_None_Vertical_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Inductor | | | Vertical |
| Symbol | | | |
|  | | | |


2.1.35. STA_3D_Transformer_None_None_Right_001_101

| | | | |
|---|--|--|-------|
| Symbol Name | | | |
| STA_3D_Transformer_None_None_Right_001_101 | | | |
| Library | | | |
| BA_Electrical_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Transformer | | | Right |
| Symbol | | | |
|  | | | |

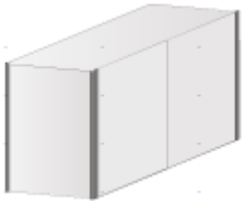
| RedColorForValue=0 | | RedColorForValue=1 | | RedColorForValue=2 | |
|---|---|---|---|---|---|
|  |  |  |  |  |  |
| Animation=0 | Animation=1 | Animation=0 | Animation=1 | Animation=0 | Animation=1 |

2.2. Data Center(BA_Room_Data_Center_101_HQ_1)


2.2.1. DYN_3D_Air conditioning_None_Back_Left_001_101

| | | | |
|---|--------|---|------|
| Symbol Name | | | |
| DYN_3D_Air conditioning_None_Back_Left_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Air conditioning | Type 1 | Back | Left |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D air conditioning device symbol (binary value) | |
| Color1 | | Adjustable symbol color shown when the *Animation = 0. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation = 1. User can type in the color name or the RGB code. Default value: # #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |


2.2.2. DYN_3D_Air conditioning_None_Back_Left_002_101

| | | | |
|---|--------|---|------|
| Symbol Name | | | |
| DYN_3D_Air conditioning_None_Back_Left_002_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Air conditioning | Type 2 | Back | Left |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D air conditioning device symbol (binary value) | |
| Color1 | | Adjustable symbol color shown when the *Animation = 0. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation = 1. User can type in the color name or the RGB code. Default value: # #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |


2.2.3. DYN_3D_Air conditioning_None_Back_Right_001_101

| | | | |
|---|--------|---|-------|
| Symbol Name | | | |
| DYN_3D_Air conditioning_None_Back_Right_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Air conditioning | Type 1 | Back | Right |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D air conditioning device symbol (binary value) | |
| Color1 | | Adjustable symbol color shown when the *Animation = 0. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation = 1. User can type in the color name or the RGB code. Default value: # #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |


2.2.4. DYN_3D_Air conditioning_None_Back_Right_002_101

| | | | |
|---|--------|---|-------|
| Symbol Name | | | |
| DYN_3D_Air conditioning_None_Back_Right_002_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Air conditioning | Type 2 | Back | Right |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D air conditioning device symbol (binary value) | |
| Color1 | | Adjustable symbol color shown when the *Animation = 0. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation = 1. User can type in the color name or the RGB code. Default value: # #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |


2.2.5. DYN_3D_Air conditioning_None_Front_Left_001_101

| | | | |
|---|--------|---|------|
| Symbol Name | | | |
| DYN_3D_Air conditioning_None_Front_Left_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Air conditioning | Type 1 | Back | Left |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D air conditioning device symbol (binary value) | |
| Color1 | | Adjustable symbol color shown when the *Animation = 0. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation = 1. User can type in the color name or the RGB code. Default value: # #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |


2.2.6. DYN_3D_Air conditioning_None_None_Left_002_101

| | | | |
|---|--------|---|------|
| Symbol Name | | | |
| DYN_3D_Air conditioning_None_None_Left_002_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Air conditioning | Type 2 | Back | Left |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D air conditioning device symbol (binary value) | |
| Color1 | | Adjustable symbol color shown when the *Animation = 0. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation = 1. User can type in the color name or the RGB code. Default value: # #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |


2.2.7. DYN_3D_Air conditioning_None_None_Right_001_101

| | | | |
|---|--------|---|-------|
| Symbol Name | | | |
| DYN_3D_Air conditioning_None_None_Right_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Air conditioning | Type 1 | Back | Right |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D air conditioning device symbol (binary value) | |
| Color1 | | Adjustable symbol color shown when the *Animation = 0. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation = 1. User can type in the color name or the RGB code. Default value: # #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |


2.2.8. DYN_3D_Air conditioning_None_None_Right_002_101

| | | | |
|---|--------|---|-------|
| Symbol Name | | | |
| DYN_3D_Air conditioning_None_None_Right_002_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Air conditioning | Type 2 | Back | Right |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D air conditioning device symbol (binary value) | |
| Color1 | | Adjustable symbol color shown when the *Animation = 0. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation = 1. User can type in the color name or the RGB code. Default value: # #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |


2.2.9. DYN_3D_Data server_None_None_Back_001_101

| | | | |
|---|--|---|------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Back_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | | | Back |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.10. DYN_3D_Data server_None_None_Back_002_101

| | | | |
|---|--|---|------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Back_002_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | | | Back |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.11. DYN_3D_Data server_None_None_Back_003_101

| | | | |
|---|--|---|------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Back_003_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | | | Back |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.12. DYN_3D_Data server_None_None_Left_001_101

| | | | |
|---|--------|---|------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Left_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 1 | | Left |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Glass | | 0= without glass door 1= with glass door (default value) | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.13. DYN_3D_Data server_None_None_Left_002_101

| | | | |
|---|--------|---|------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Left_002_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 2 | | Left |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.14. DYN_3D_Data server_None_None_Left_003_101

| | | | |
|---|--------|---|------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Left_003_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 3 | | Left |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.15. DYN_3D_Data server_None_None_Left_004_101

| | | | |
|---|--------|---|------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Left_004_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 4 | | Left |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.16. DYN_3D_Data server_None_None_Left_005_101

| | | | |
|---|--------|---|------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Left_005_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 5 | | Left |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.17. DYN_3D_Data server_None_None_Left_006_101

| | | | |
|---|--------|---|------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Left_006_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 6 | | Left |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.18. DYN_3D_Data server_None_None_Right_001_101

| | | | |
|---|--------|---|-------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Right_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 1 | | Right |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Glass | | 0= without glass door 1= with glass door (default value) | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.19. DYN_3D_Data server_None_None_Right_002_101

| | | | |
|---|--------|---|-------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Right_002_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 2 | | Right |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |

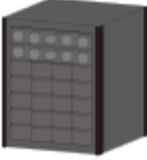
2.2.20. DYN_3D_Data server_None_None_Right_003_101

| | | | |
|---|--------|---|-------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Right_003_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 3 | | Right |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.21. DYN_3D_Data server_None_None_Right_004_101

| | | | |
|---|--------|---|-------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Right_004_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 4 | | Right |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.22. DYN_3D_Data server_None_None_Right_005_101

| | | | |
|---|--------|---|-------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Right_005_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 5 | | Right |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.23. DYN_3D_Data server_None_None_Right_006_101

| | | | |
|---|--------|---|-------|
| Symbol Name | | | |
| DYN_3D_Data server_None_None_Right_006_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 6 | | Right |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D data server symbol (analog value) | |
| Color1 | | Adjustable symbol color shown when the *Animation value is lower than the Threshold1 value. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation value is between Threshold1 and Threshold2 values. User can type in the color name or the RGB code. Default value: #FFFFFF00 (Yellow) | |
| Color3 | | Adjustable symbol color shown when the *Animation value is higher than the Threshold2 value. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |
| Threshold1 | | 27 | |
| Threshold2 | | 30 | |


2.2.24. DYN_3D_UPS_None_None_Back_001_101

| | | | |
|---|--|---|------|
| Symbol Name | | | |
| DYN_3D_UPS_None_None_Back_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| UPS | | | Back |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D UPS symbol (binary value) | |
| Color1 | | Adjustable symbol color shown when the *Animation = 0. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation = 1. User can type in the color name or the RGB code. Default value: # #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |


2.2.25. DYN_3D_UPS_None_None_Left_001_101

| | | | |
|---|--|---|------|
| Symbol Name | | | |
| DYN_3D_UPS_None_None_Left_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| UPS | | | Left |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D UPS symbol (binary value) | |
| Color1 | | Adjustable symbol color shown when the *Animation = 0. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation = 1. User can type in the color name or the RGB code. Default value: # #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |


2.2.26. DYN_3D_UPS_None_None_Right_001_101

| | | | |
|---|--|---|-------|
| Symbol Name | | | |
| DYN_3D_UPS_None_None_Right_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| UPS | | | Right |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Dynamic 3D UPS symbol (binary value) | |
| Color1 | | Adjustable symbol color shown when the *Animation = 0. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color2 | | Adjustable symbol color shown when the *Animation = 1. User can type in the color name or the RGB code. Default value: # #FFFF0000 (Red) | |
| EnableColor | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |


2.2.27. STA_3D_Data server_None_None_Back_001_101

| | | | |
|---|--|--|------|
| Symbol Name | | | |
| STA_3D_Data server_None_None_Back_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | | | Back |
| Symbol | | | |
|  | | | |


2.2.28. STA_3D_Data server_None_None_Back_002_101

| | | | |
|---|--|--|------|
| Symbol Name | | | |
| STA_3D_Data server_None_None_Back_002_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | | | Back |
| Symbol | | | |
|  | | | |


2.2.29. STA_3D_Data server_None_None_Back_003_101

| | | | |
|---|--|--|------|
| Symbol Name | | | |
| STA_3D_Data server_None_None_Back_003_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | | | Back |
| Symbol | | | |
|  | | | |


2.2.30. STA_3D_Data server_None_None_Left_001_101

| | | | |
|---|--------|---|------|
| Symbol Name | | | |
| STA_3D_Data server_None_None_Left_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 1 | | Left |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| Glass | | 0= without glass door 1= with glass door (default value) | |


2.2.31. STA_3D_Data server_None_None_Left_002_101

| | | | |
|---|--------|--|------|
| Symbol Name | | | |
| STA_3D_Data server_None_None_Left_002_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 2 | | Left |
| Symbol | | | |
|  | | | |

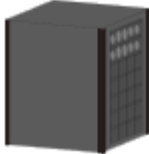
2.2.32. STA_3D_Data server_None_None_Left_003_101

| | | | |
|---|--------|--|------|
| Symbol Name | | | |
| STA_3D_Data server_None_None_Left_003_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 3 | | Left |
| Symbol | | | |
|  | | | |


2.2.33. STA_3D_Data server_None_None_Left_004_101

| | | | |
|---|--------|--|------|
| Symbol Name | | | |
| STA_3D_Data server_None_None_Left_004_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 4 | | Left |
| Symbol | | | |
|  | | | |


2.2.34. STA_3D_Data server_None_None_Left_005_101

| | | | |
|---|--------|--|------|
| Symbol Name | | | |
| STA_3D_Data server_None_None_Left_005_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 5 | | Left |
| Symbol | | | |
|  | | | |


2.2.35. STA_3D_Data server_None_None_Left_006_101

| | | | |
|---|--------|--|------|
| Symbol Name | | | |
| STA_3D_Data server_None_None_Left_006_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 6 | | Left |
| Symbol | | | |
|  | | | |


2.2.36. STA_3D_Data server_None_None_Right_004_101

| | | | |
|---|--------|--|-------|
| Symbol Name | | | |
| STA_3D_Data server_None_None_Right_004_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 4 | | Right |
| Symbol | | | |
|  | | | |


2.2.37. STA_3D_Data server_None_None_Right_005_101

| | | | |
|---|--------|--|-------|
| Symbol Name | | | |
| STA_3D_Data server_None_None_Right_005_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 5 | | Right |
| Symbol | | | |
|  | | | |


2.2.38. STA_3D_Data server_None_None_Right_006_101

| | | | |
|---|--------|--|-------|
| Symbol Name | | | |
| STA_3D_Data server_None_None_Right_006_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Data server | Type 6 | | Right |
| Symbol | | | |
|  | | | |


2.2.39. STA_3D_UPS_None_None_Back_001_101

| | | | |
|---|--|--|------|
| Symbol Name | | | |
| STA_3D_UPS_None_None_Back_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| UPS | | | Back |
| Symbol | | | |
|  | | | |

2.2.40. STA_3D_UPS_None_None_Left_001_101


| | | | |
|---|--|--|------|
| Symbol Name | | | |
| STA_3D_UPS_None_None_Left_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| UPS | | | Left |
| Symbol | | | |
|  | | | |

2.2.41. STA_3D_UPS_None_None_Right_001_101

| | | | |
|---|--|--|-------|
| Symbol Name | | | |
| STA_3D_UPS_None_None_Right_001_101 | | | |
| Library | | | |
| BA_Room_Data_Center_101_HQ_1 | | | |
| Description | | | |
| UPS | | | Right |
| Symbol | | | |
|  | | | |




2.3. Services (BA_Services_Data_Center_101_HQ_1)

2.3.1. DYN_2D_Gauge_Indicator_Generic_None_001_101

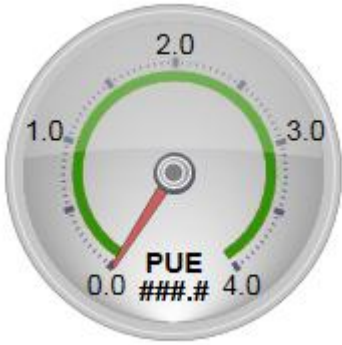
| | | | |
|---|-----------|--|--|
| Symbol Name | | | |
| DYN_2D_Gauge_Indicator_Generic_None_001_101 | | | |
| Library | | | |
| BA_Services_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Gauge | Indicator | Generic | |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *MeasuredValue | | Dynamic symbol representing indicator/gauge for efficiency in range from 0 to 100 | |
| Color | | 0 = Grey (Default value) 1 = Blue 2 = Red 3 = Electric green 4 = Light orange 5 = Yellow 6 = Dark grey 7 = Sky blue 8 = Lilla 9 = Grass green 10 = Green 11 = Dark orange 12 = Magenta | |

| | |
|------------|--|
| | <p>13 = Olive green</p> <p>14 = Light pink</p> <p>15 = Grey</p> |
| FontSize | Default value FontSize = 14; User can set the text font size. |
| Precision | <p>0 = No digits after decimal point (Default value)</p> <p>1 = One digit after decimal point</p> <p>2 to 5 = Two to five digits after decimal point</p> <p>NOTE: The value can also be 6 or 7; however, there is no place for Unit substitution.</p> |
| ScaleType | <p>0 = Scale invisible (Default value)</p> <p>1 = Scale visible</p> |
| Text | <p>Enter the Text</p> <p>(Default Text = %)</p> |
| GreenZone | <p>Value of the color for the green zone. Can change from 0 - start of scale to 100 - end of scale</p> <p>(Default value = 50)</p> |
| YellowZone | <p>Value of the color for the yellow zone. Can change from 0 - start of scale to 100 - end of scale</p> <p>(Default value = 75)</p> |

Examples for different gauge parameters values

| | | |
|--|--|--|
|  |  |  |
| <p>MeasuredValue = 10 Color = 3 FontSize = 14 GreenZone = 50 Precision = 1 ScaleType = 1 Text = % YellowZone = 70</p> | <p>MeasuredValue = 50 Color = 2 FontSize = 14 GreenZone = 20 Precision = 0 ScaleType = 1 Text = % YellowZone = 50</p> | <p>MeasuredValue = 70 Color = 7 FontSize = 14 GreenZone = 20 Precision = 0 ScaleType = 0 Text = % YellowZone = 50</p> |

2.3.2. DYN_2D_Gauge_Indicator_PUE_None_001_101

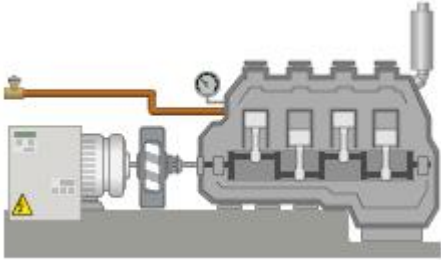
| | | | |
|---|-----------|--|--|
| Symbol Name | | | |
| DYN_2D_Gauge_Indicator_PUE_None_001_101 | | | |
| Library | | | |
| BA_Services_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Gauge | Indicator | PUE | |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *MeasuredValue | | Dynamic symbol representing indicator/gauge for PUE (generic) in range from MinRange to MaxRange | |
| Color | | 0 = Grey (Default value) 1 = Blue 2 = Red 3 = Electric green 4 = Light orange 5 = Yellow 6 = Dark grey 7 = Sky blue 8 = Lilla 9 = Grass green 10 = Green 11 = Dark orange 12 = Magenta 13 = Olive green | |

| | |
|----------------|---|
| | 14 = Light pink 15 = Grey |
| FontSize | User can set the text font size. (Default value = 10) |
| GreenZone | Value of the color for the green zone. Can change from MinRange - start of scale to MaxRange - end of scale (Default value = 50) |
| MaxRange | User can set the maximum scale range. (Default value = 4.0) |
| MinRange | User can set the minimum scale range. (Default value = 0.0) |
| Precision | 0 = No digits after decimal point 1 = One digit after decimal point (Default value) 2 to 5 = Two to five digits after decimal point NOTE: The value can also be 6 or 7; however, there is no place for Unit substitution. |
| PrecisionRange | User sets the scale range precision. 0 = No digits after decimal point 1 = One digit after decimal point (Default value) 2 to 5 = Two to five digits after decimal point NOTE: The value can also be 6 or 7; however, there is no place for Unit substitution. (Default value = no) |
| RangeFontSize | User can set the scale font size. (Default value = 14) |
| ScaleType | 0 = Scale invisible 1 = Scale visible (Default value) |
| Text | Enter the Text (Default Text = PUE) |

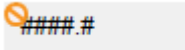
Examples for different gauge parameters values

| | | |
|---|---|---|
| | | |
| <p>MeasuredValue = 1.5 Color = 0 FontSize = 14 GreenZone = 2.0 MaxRange = 4.0 MinRange = 0.0 Precision = 1 PrecisionRange = 1 RangeFontSize = 14 ScaleType = 1 Text = PUE</p> | <p>MeasuredValue = 3.7 Color = 1 FontSize = 14 GreenZone = 4.5 MaxRange = 6.0 MinRange = 0.0 Precision = 1 PrecisionRange = 1 RangeFontSize = 12 ScaleType = 1 Text = PUE</p> | <p>MeasuredValue = 30 Color = 5 FontSize = 14 GreenZone = 0 MaxRange = 40 MinRange = -10 Precision = 0 PrecisionRange = 0 RangeFontSize = 14 ScaleType = 0 Text = Value</p> |

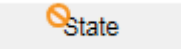
2.3.3. DYN_2D+_Generator_Diesel_None_None_001_101

| | | | |
|--|--------|---|--|
| Symbol Name | | | |
| DYN_2D+_Generator_Diesel_None_None_001_101 | | | |
| Library | | | |
| BA_Services_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Generator | Diesel | | |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Generator | | Dynamic symbol for diesel generator. Works with multistate values | |
| Color1 | | Adjustable symbol color shown when the *Generator value is 1 (device not running) and EnableStatus is 1. User can type in the color name or the RGB code. Default value: #00FFFFFF (No color) | |
| Color2 | | Adjustable symbol color shown when the *Generator value is 2 (device running and OK) and EnableStatus is 1. User can type in the color name or the RGB code. Default value: #FF00FF00 (Light Green) | |
| Color3 | | Adjustable symbol color shown when the *Generator value is 3 (device in alarm status) and EnableStatus is 1. User can type in the color name or the RGB code. Default value: #FFFF0000 (Red) | |
| EnableStatus | | 0 = symbol status color is disabled (default value) 1 = symbol status color is enabled | |

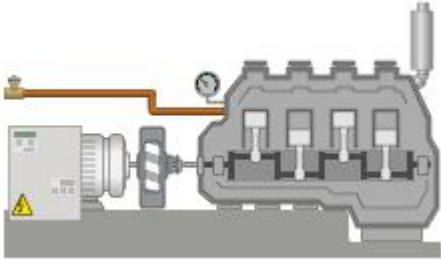
2.3.4. DYN_All_Generic_Display_Analog Value_Central_001_101

| | | | |
|---|---------|---|--|
| Symbol Name | | | |
| DYN_All_Generic_Display_Analog Value_Central_001_101 | | | |
| Library | | | |
| BA_Services_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Analog value | Generic | | |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| * | | Dynamic generic display for analog input/output/value | |
| Alignment | | User can change the value alignment 0 = Center 1 = Left (Default Value) 2 = Right | |
| Precision | | 0 = No digits after decimal point 1 = One digit after decimal point 2 to 5 = Two to five digits after decimal point NOTE 1: The value can also be 6 or 0; however, there is no place for Unit substitution. NOTE 2: There is no default value substitution or if the field is empty then the value will come from the data point configuration. | |
| ReadOnly | | 0 = White – indicating the value can be changed by the operator (Default Value) 1 = Grey - indicating the value is “Read Only” | |
| Units | | Enter the engineering units for the value. NOTE: There is no default value substitution. | |

2.3.5. DYN_All_Generic_Display_Digital Value_Central_001_101

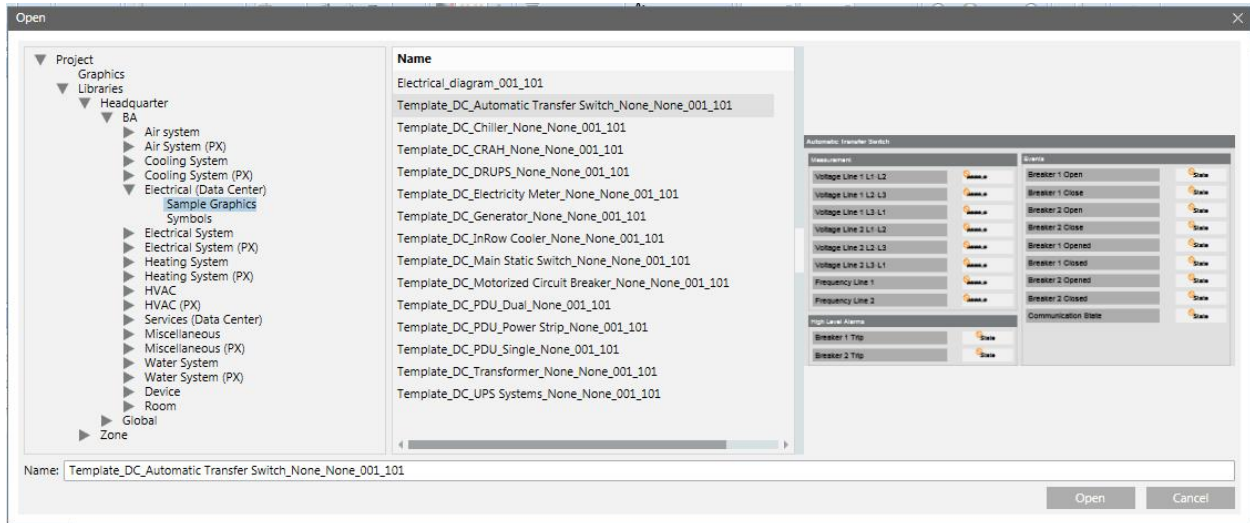
| | | | |
|---|---------|---|--|
| Symbol Name | | | |
| DYN_All_Generic_Display_Digital Value_Central_001_101 | | | |
| Library | | | |
| BA_Services_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Digital value | Generic | | |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| * | | Dynamic generic display for analog input/output/value | |
| Alignment | | User can change the value alignment 0 = Center 1 = Left (Default Value) 2 = Right | |
| ReadOnly | | 0 = White - indicating the value can be changed by the operator (Default Value) 1 = Grey - indicating the value is "Read Only" | |

2.3.6. STA_2D+_Generator_Diesel_None_None_001_101

| | | | |
|--|--------|---|--|
| Symbol Name | | | |
| STA_2D+_Generator_Diesel_None_None_001_101 | | | |
| Library | | | |
| BA_Services_Data_Center_101_HQ_1 | | | |
| Description | | | |
| Generator | Diesel | | |
| Symbol | | | |
|  | | | |
| Substitutions | | Set of Values | |
| *Animation | | Static symbol for diesel generator. | |
| Digital | | 0 = Analog animation (0 through 5% animation off; 6 through 100% animation on) 1 = Binary animation (0 - animation off; 1 - animation on) (Default value) 2 = Digital animation (1 - animation off; 2, 3, 4, 5... - animation on) | |

3. Graphic templates sample pages

To use the graphic templates sample pages the engineer has to open the needed sample page from the libraries (see below), Save it As with a project specific name to the desired location and after that edit it. The engineer drags and drops data points from the project tree to the corresponding place in the graphic page.



3.1. Automatic Transfer Switch

Name: Template_DC_Automatic Transfer Switch_None_None_001_101

| Automatic Transfer Switch | |
|---------------------------|--------|
| Measurement | |
| Voltage Line 1 L1-L2 | ####.# |
| Voltage Line 1 L2-L3 | ####.# |
| Voltage Line 1 L3-L1 | ####.# |
| Voltage Line 2 L1-L2 | ####.# |
| Voltage Line 2 L2-L3 | ####.# |
| Voltage Line 2 L3-L1 | ####.# |
| Frequency Line 1 | ####.# |
| Frequency Line 2 | ####.# |
| High Level Alarms | |
| Breaker 1 Trip | State |
| Breaker 2 Trip | State |
| Events | |
| Breaker 1 Open | State |
| Breaker 1 Close | State |
| Breaker 2 Open | State |
| Breaker 2 Close | State |
| Breaker 1 Opened | State |
| Breaker 1 Closed | State |
| Breaker 2 Opened | State |
| Breaker 2 Closed | State |
| Communication State | State |

3.2. Chiller

Name: Template_DC_Chiller_None_None_001_101

| Chiller | |
|--------------------------------------|--------|
| Events | |
| System Status | State |
| System Operating State | State |
| System Control Mode | State |
| Measurement | |
| Supply Refrigerant Temperature | ####.# |
| Supply Chilled Water Temperature | ####.# |
| Supply Chilled Water Temperature Sp. | ####.# |
| High Level Alarms | |
| Fan Issue | State |
| First Level Alarms | |
| Pump 1 Loss of Flow | State |
| Pump 2 Loss of Flow | State |
| Supply Chilled Water Over Temp. | State |
| Supply Refrigerant Over Temp. | State |
| Supply Refrigerant Under Temp. | State |
| Ext Air Sensor A Over Temperature | State |
| Ext Air Sensor A Under Temperature | State |
| Ext Air Sensor B Over Temperature | State |
| Ext Air Sensor B Under Temperature | State |

3.3. CRAH

Name: Template_DC_CRAH_None_None_001_101

| CRAH | |
|---------------------------|--------|
| Events | |
| System Status | State |
| System Operating State | State |
| System Control Mode | State |
| Communication State | State |
| Analog Setpoints | |
| Supply Air Setpoint | ####.# |
| Humidity Setpoint | ####.# |
| Fan Speed Setpoint | ####.# |
| Digital Setpoints | |
| Fan Control Mode | State |
| System On/Off | State |
| System Acknowledge/Reset | State |
| Measurement | |
| Supply Air Temperature | ####.# |
| Return Air Temperature | ####.# |
| Supply Air Humidity | ####.# |
| Return Air Humidity | ####.# |
| Fan Speed | ####.# |
| Compressor Load | ####.# |
| First Level Alarms | |
| Filter Dirty | State |
| High Level Alarms | |
| Leak Detection | State |

3.4. Diesel Rotary Uninterruptable Power Supply

Name: Template_DC_DRUPS_None_None_001_101

| Diesel Rotary Uninterruptable Power Supply | |
|--|-------|
| Events | |
| Bypass Open/Closed | State |
| Diesel Mode Automatic | State |
| Diesel Starts | State |
| Diesel Running | State |
| UPS Input Breaker Open/Closed | State |
| UPS Output Breaker Open/Closed | State |
| First Level Alarms | |
| PB Over Speed | State |
| Temp Warning Motor/Generator | State |
| Over Current Output >150% | State |
| Over Current Output >250% | State |
| DC Over Current | State |
| Generator Over Frequency | State |
| Generator Under Frequency | State |
| Generator Overvoltage | State |
| Generator Undervoltage | State |
| Communication Failure | State |
| High Level Alarms | |
| Failure Class A | State |
| Failure Class B | State |
| Failure Class C | State |
| Failure Class D | State |
| Failure Class E | State |
| Start Failure | State |
| UPS Input Breaker Failure Closing | State |
| UPS Input Breaker Failure Opening | State |
| UPS Output Breaker Failure Closing | State |
| UPS Output Breaker Failure Opening | State |
| Bypass Breaker Failure | State |
| Generator Wrong Phase Sequence | State |
| Bus Wrong Phase Sequence | State |

3.5. Electricity Meter

Name: Template_DC_Electricity Meter_None_None_001_101

| Electricity Meter | |
|-------------------|---------------------|
| Measurement | Events |
| Current L1 | Communication State |
| Current L2 | State |
| Current L3 | |
| Voltage L1 | |
| Voltage L2 | |
| Voltage L3 | |
| Voltage L1-2 | |
| Voltage L2-3 | |
| Voltage L3-1 | |
| Active power | |
| Reactive power | |
| Apparent power | |
| Energy | |
| Power | |
| Power Factor | |

3.6. Generator

Name: Template_DC_Generator_None_None_001_101

| Generator | |
|-------------------------------|--------|
| Measurement | |
| Generator Voltage L1-L2 | ####.# |
| Bus A Voltage L1-L2 | ####.# |
| Mains Voltage L1-L2 | ####.# |
| Generator Voltage L2-L3 | ####.# |
| Bus A Voltage L2-L3 | ####.# |
| Mains Voltage L2-L3 | ####.# |
| Generator Voltage L3-L1 | ####.# |
| Bus A Voltage L3-L1 | ####.# |
| Generator F L1 | ####.# |
| Mains F L1 | ####.# |
| Bus A F L1 | ####.# |
| Generator Current L1 | ####.# |
| Mains Current L1 | ####.# |
| Bus Current L1 | ####.# |
| Generator Current L2 | ####.# |
| Mains Current L2 | ####.# |
| Bus Current L2 | ####.# |
| Mains Current L3 | ####.# |
| Generator Current L3 | ####.# |
| Bus Current L3 | ####.# |
| Generator Power | ####.# |
| Mains Power | ####.# |
| Bus Power | ####.# |
| Generator Reactive Power | ####.# |
| Mains Reactive Power | ####.# |
| Bus Reactive Power | ####.# |
| Generator Apparent Power | ####.# |
| Mains Apparent Power | ####.# |
| Bus Apparent Power | ####.# |
| Events | |
| Manual Mode | State |
| Semi Auto Mode | State |
| Auto Mode | State |
| Test | State |
| Island | State |
| Peak Shaving | State |
| First Level Alarms | |
| Synchronising Failure GB | State |
| Synchronising Failure SGB | State |
| Phase Sequence Failure | State |
| GB Open Failure | State |
| GB Close Failure | State |
| GB Pos. Failure | State |
| MB Open Failure | State |
| MB Close Failure | State |
| MB Pos. Failure | State |
| VDO Water | State |
| VDO Fuel | State |
| Overspeed | State |
| Cool Water Temperature High 1 | State |
| Cool Water Temperature High 2 | State |
| Oil Pressure Low 1 | State |
| Oil Pressure Low 2 | State |
| Communication Error | State |
| High Level Alarms | |
| Warning | State |
| Shutdown | State |

3.7. In-Row Cooler

Name: Template_DC_InRow Cooler_None_None_001_101

| In-Row Cooler | |
|---------------------------|--------|
| Events | |
| Unit On/Off | State |
| Fan Available | State |
| Fan Running | State |
| Compressor Running | State |
| Local Switch | State |
| High Level Alarms | |
| Common Trouble Alarm | State |
| Air Flow Failure | State |
| Measurement | |
| Return Air Temperature | ####.# |
| Analog Setpoints | |
| Temperature Setpoint | ####.# |
| BMS Setpoint | ####.# |
| Digital Setpoints | |
| BMS Control | State |
| First Level Alarms | |
| Compressor LP/HP Alarm | State |
| Water Leak Detection | State |
| Communication Failure | State |

3.8. Main Static Switch

Name: Template_DC_Main Static Switch_None_None_001_101

| Main Static Switch | |
|---------------------------|--------|
| Events | |
| Bypass Switch Open | State |
| Bypass Off | State |
| Load on Bypass | State |
| Manual Bypass Closed | State |
| Output Switch Open | State |
| Communication Error | State |
| High Level Alarms | |
| Emergency Stop | State |
| Bypass SCR Failure | State |
| Measurement | |
| Current L1 | ####.# |
| Current L2 | ####.# |
| Current L3 | ####.# |
| Voltage L1 | ####.# |
| Voltage L2 | ####.# |
| Voltage L3 | ####.# |
| Apparent Power L1 | ####.# |
| Apparent Power L2 | ####.# |
| Apparent Power L3 | ####.# |
| Frequency Bypass | State |
| Output Waveform Factor | State |
| First Level Alarms | |
| Bypass Absent | State |
| Bypass Overvoltage | State |
| Bypass Undervoltage | State |
| Bypass Frequency Error | State |
| Bypass Ph. Rotation Error | State |
| Inverter Unsynchronized | State |
| Output Overvoltage | State |
| Output Undervoltage | State |
| Output Line Voltage | State |
| Overload Present | State |

3.9. Motorized Circuit Breaker

Name: Template_DC_Motorized Circuit Breaker_None_None_001_101

| Motorized Circuit Breaker | |
|---------------------------|--------|
| Measurement | |
| Current Phase 1 | ####.# |
| Current Phase 2 | ####.# |
| Current Phase 3 | ####.# |
| Average Current | ####.# |
| Voltage L1-L2 | ####.# |
| Voltage L2-L3 | ####.# |
| Voltage L3-L1 | ####.# |
| Total Apparent Power | ####.# |
| Total Active Power | ####.# |
| Total Reactive Power | ####.# |
| Power Factor Phase 1 | ####.# |
| Power Factor Phase 2 | ####.# |
| Power Factor Phase 3 | ####.# |
| Frequency | ####.# |
| CCB Temperature | ####.# |
| Events | |
| CB On/Off | State |
| Communication State | State |
| High Level Alarms | |
| Overcurrent | State |
| Undervoltage | State |

3.10. PDU (Floor Standing Dual)

Name: Template_DC_PDU_Dual_None_001_101

| PDU (Floor Standing Dual) | |
|---|--------|
| Measurement | |
| Source 1 Voltage Out A-B | ####.# |
| Source 1 Voltage Out B-C | ####.# |
| Source 1 Voltage Out C-A | ####.# |
| Source 1 Current Out A | ####.# |
| Source 1 Current Out B | ####.# |
| Source 1 Current Out C | ####.# |
| Source 1 Frequency | ####.# |
| Source 2 Voltage Out A-B | ####.# |
| Source 2 Voltage Out B-C | ####.# |
| Source 2 Voltage Out C-A | ####.# |
| Source 2 Current Out A | ####.# |
| Source 2 Current Out B | ####.# |
| Source 2 Current Out C | ####.# |
| Source 2 Frequency | ####.# |
| Power Factor | ####.# |
| Apparent Power | ####.# |
| Active Power | ####.# |
| Events | |
| Load on Source | State |
| Source 1 Failure | State |
| Source 2 Failure | State |
| Load on Bypass | State |
| Communication State | State |
| First Level Alarms | |
| Ground Fault | State |
| Leak Detection | State |
| Transfer Inhibit | State |
| High Level Alarms | |
| Logic Failure | State |
| Read/Write digital information (event) | |
| Preferred Source | State |

3.11. PDU (Floor Standing Single)

Name: Template_DC_PDU_Single_None_001_101

| PDU (Floor Standing Single) | |
|-----------------------------|--------|
| Measurement | |
| Source 1 Voltage Out A-B | ####.# |
| Source 1 Voltage Out B-C | ####.# |
| Source 1 Voltage Out C-A | ####.# |
| Source 1 Current Out A | ####.# |
| Source 1 Current Out B | ####.# |
| Source 1 Current Out C | ####.# |
| Capacity A | ####.# |
| Capacity B | ####.# |
| Capacity C | ####.# |
| Power Factor | ####.# |
| Apparent Power | ####.# |
| Active Power | ####.# |
| Frequency | ####.# |
| Events | |
| Load on Bypass | State |
| Communication State | State |
| First Level Alarms | |
| Ground Fault | State |
| Leak Detection | State |

3.12. PDU (Power Strip)

Name: Template_DC_PDU_Power Strip_None_001_101

PDU (Power Strip)

| Measurement | | Events | |
|---------------------|--------|--------------------------|-------|
| Voltage Channel A | ####.# | Communication State | State |
| Voltage Channel B | ####.# | Digital Setpoints | |
| Voltage Channel C | ####.# | | |
| Current Channel A | ####.# | Ground Fault | State |
| Current Channel B | ####.# | Leak Detection | State |
| Current Channel C | ####.# | | |
| Frequency Channel A | ####.# | | |
| Frequency Channel B | ####.# | | |
| Frequency Channel C | ####.# | | |
| Total Current | ####.# | | |
| Temperature | ####.# | | |

3.13. Transformer

Name: Template_DC_Transformer_None_None_001_101

| Transformer | |
|---------------------------|--------|
| Measurement | |
| Current L1 | ####.# |
| Current L2 | ####.# |
| Current L3 | ####.# |
| Voltage L1N | ####.# |
| Voltage L2N | ####.# |
| Voltage L3N | ####.# |
| Voltage L12 | ####.# |
| Voltage L21 | ####.# |
| Voltage L31 | ####.# |
| Power Factor L1 | ####.# |
| Power Factor L2 | ####.# |
| Power Factor L3 | ####.# |
| Frequency | ####.# |
| Apparent Power | ####.# |
| Reactive Power | ####.# |
| Power Factor | ####.# |
| Apparent Power L1 | ####.# |
| Apparent Power L2 | ####.# |
| Apparent Power L3 | ####.# |
| Energy | ####.# |
| First Level Alarms | |
| Communication Error | State |
| High Level Alarms | |
| Input/Output Error | State |

3.14. UPS Systems

Name: Template_DC_UPS Systems_None_None_001_101

| UPS Systems | |
|----------------------------------|--------|
| Events | |
| Inverter Ready | State |
| Load On Inverter | State |
| Bypass Switch | State |
| Mains Operation | State |
| Battery Operation | State |
| Battery Under Test | State |
| Load On Battery | State |
| First Level Alarms | |
| Low Battery - Shutdown Imminent | State |
| Output Overload | State |
| Over Temperature Warning | State |
| Input Power Supply Fail | State |
| Input Over Voltage | State |
| Input Under Voltage | State |
| Bad Input Frequency | State |
| High Level Alarms | |
| Shutdown Reason - Over Temp. | State |
| Shutdown Reason - Overload | State |
| Shutdown - Output Short | State |
| Shutdown Reason -Remote Shutdown | State |
| Battery Over Temperature CB Trip | State |
| Output Under Voltage | State |
| Output Over Voltage | State |
| Measurement | |
| Nominal Power Rating | ####.# |
| Nominal Input Voltage | ####.# |
| Nominal Output Voltage | ####.# |
| Nominal Input Current | ####.# |
| Nominal Input Frequency | ####.# |
| Nominal Output Frequency | ####.# |
| Nominal Power Factor | ####.# |
| Nominal Battery Voltage | ####.# |
| Load (Apparent Power) | ####.# |
| Load / Capacity | ####.# |
| Input Frequency | ####.# |
| Output Frequency | ####.# |
| Battery Charge Status | ####.# |
| Battery Voltage | ####.# |
| Battery Time Remaining | ####.# |
| Battery Charge Percentage | ####.# |
| Input Voltage L1 | ####.# |
| Output Voltage L1 | ####.# |
| Output Current L1 | ####.# |

4. Sample demo pages

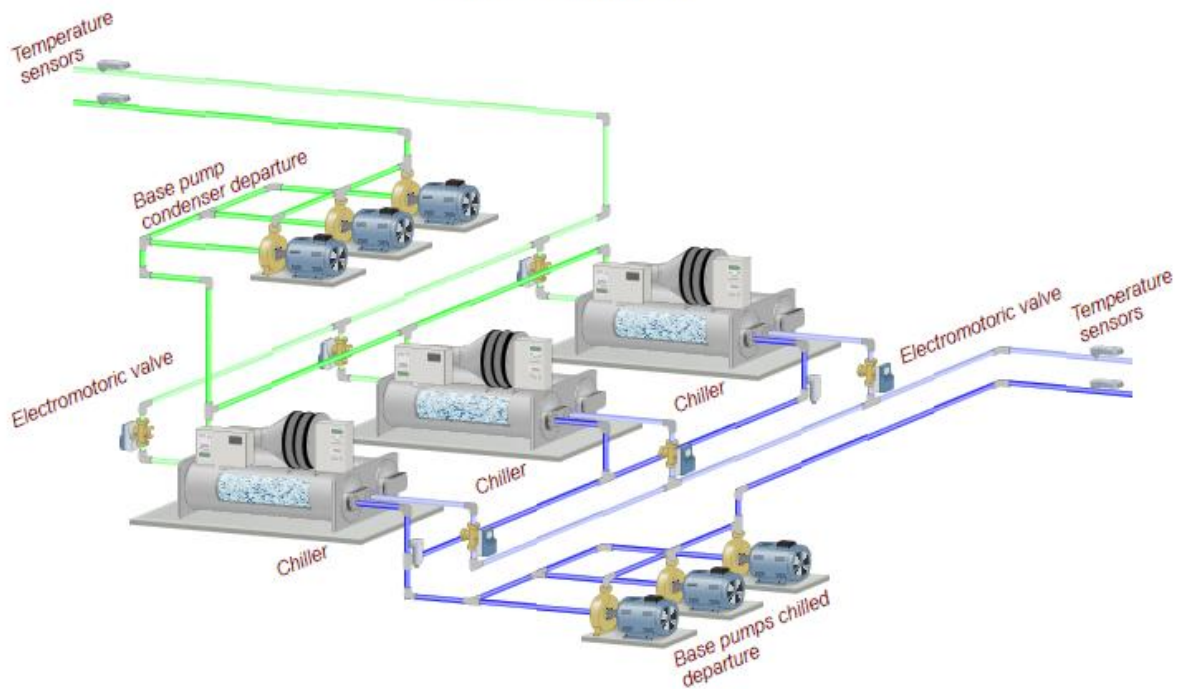
4.1. Server_room_001_101

Server room



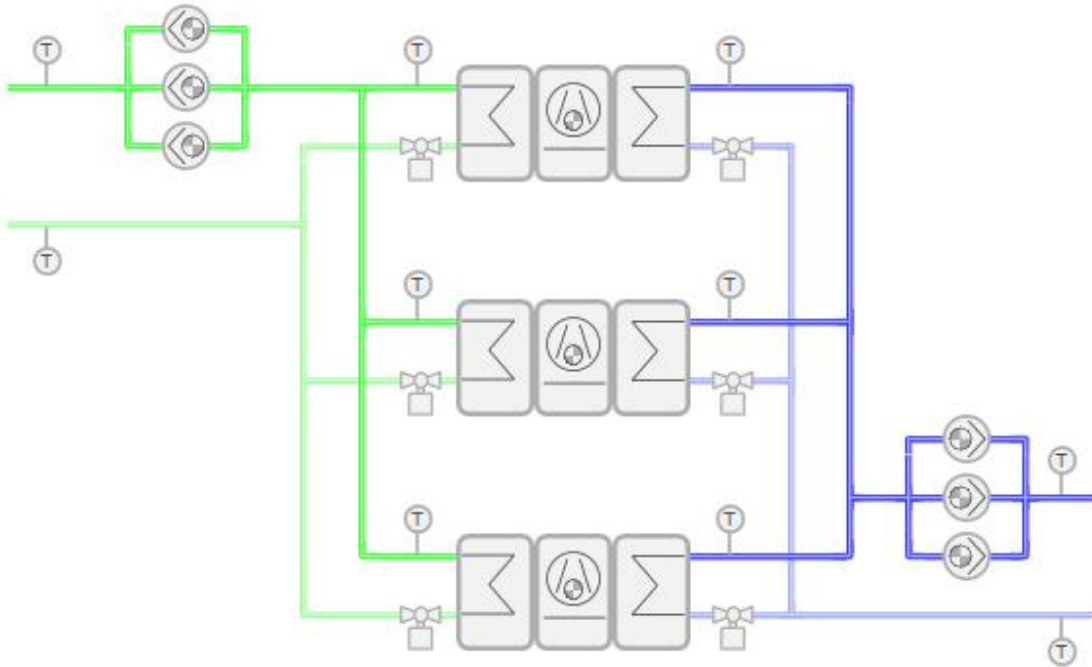
4.2. Chiller_installation_001_101

Chillers installation 3D



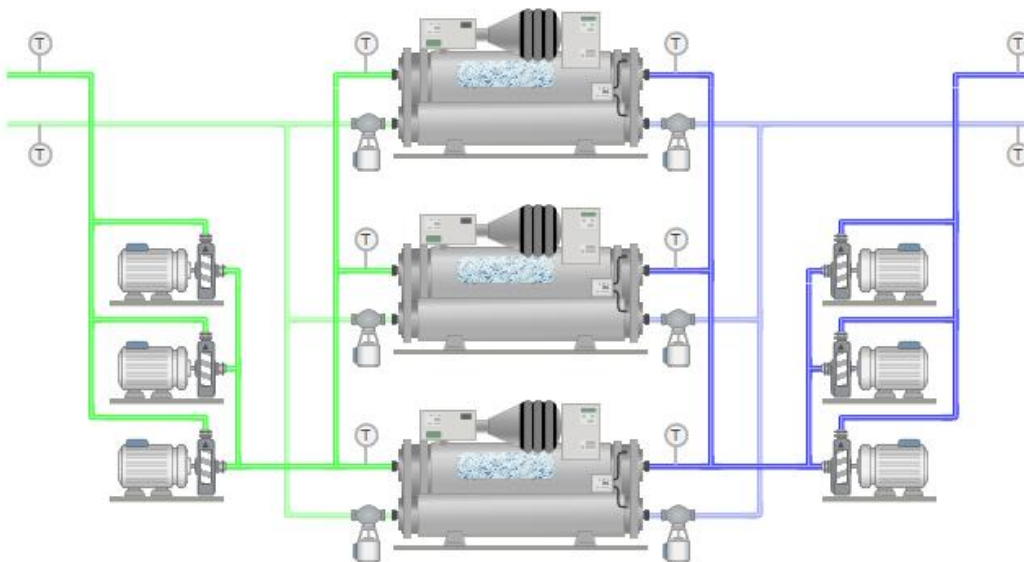
4.3. Chiller_installation_002_101

Chillers installation 2D



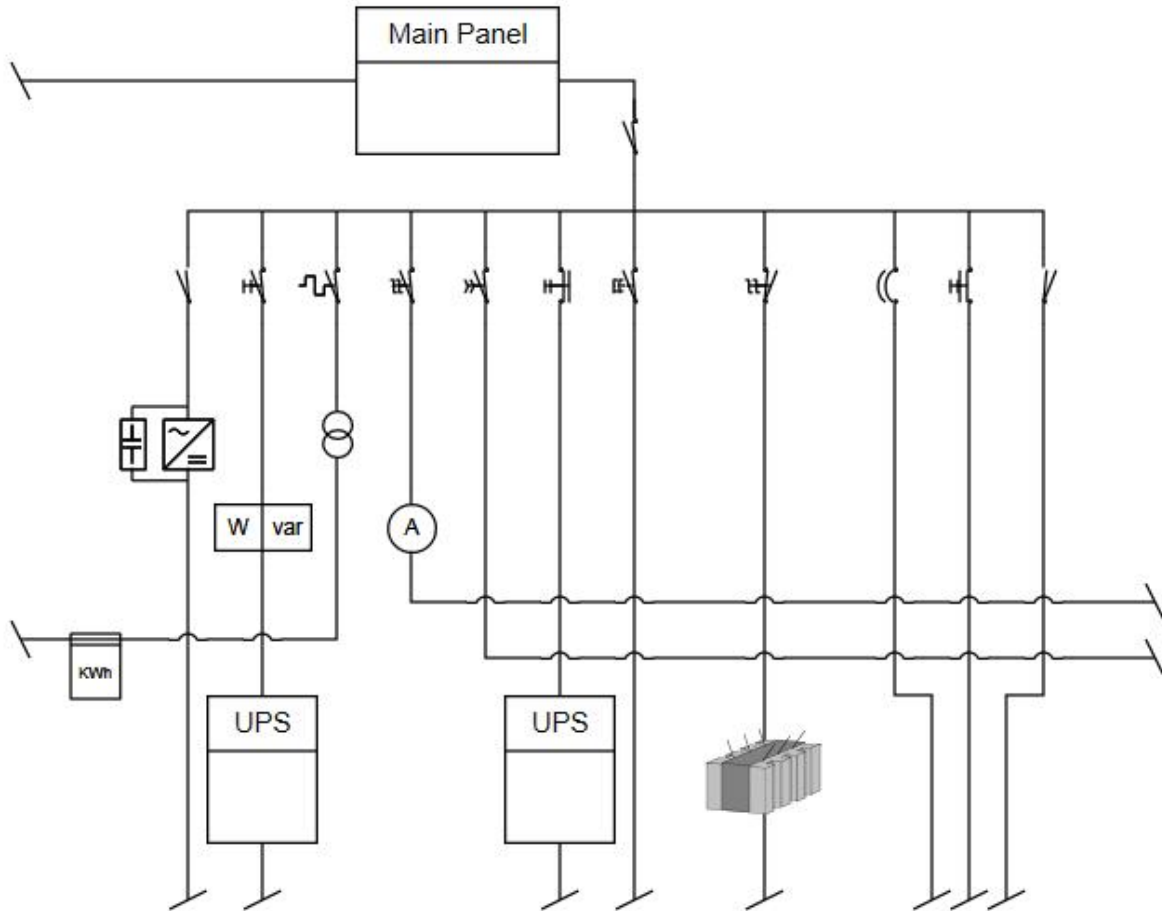
4.4. Chiller_installation_003_101

Chillers installation 2D+



4.5. Electrical_diagram_001_101

Electrical diagram



4.6. Diesel_generator_002_101

Diesel generator 2D+

