

AVN-GPIO Ember+ Reference

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Parameters

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Functions

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Matrices

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Nodes

Parameters

OID / Path	Name path	Type	Access	Example value	Range / Enumeration
1.1.1	root / identity / product	String [3]	Read [1]	AVN-GPIO UTF8	
1.1.2	root / identity / company	String [3]	Read [1]	Sonifex Ltd. UTF8	
1.1.3	root / identity / serial	String [3]	Read [1]	0143694 UTF8	
1.1.4	root / identity / version	String [3]	Read [1]	2.4.351 UTF8	
1.3.1	root / ptp / status	Integer [1]	Read [1]	9 INTEGER	Allowed values 0 = Unknown 1 = Initializing 2 = Faulty 3 = Disabled 4 = Listening 5 = Pre-Leader 6 = Leader 7 = Passive 8 = Uncalibrated 9 = Follower 10
1.4.1.1.1	root / grid / physical / physical 1 / type	Integer [1]	Read / Write [3]	2 INTEGER	Allowed values 0 = Disabled 1 = Input 2 = Output
1.4.1.1.2	root / grid / physical / physical 1 / override	Boolean [4]	Read / Write [3]	True BOOLEAN	
1.4.1.1.3	root / grid / physical / physical 1 / status	Boolean [4]	Read / Write [3]	False BOOLEAN	
1.4.1.1.4	root / grid / physical / physical 1 / out trigger time	String [3]	Read / Write [3]	UTF8	
1.4.1.1.5	root / grid / physical / physical 1 / out trigger nsecs	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.1.6	root / grid / physical / physical 1 / out trigger pulse duration	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.1.7	root / grid / physical / physical 1 / out trigger repeat	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Pulse 2 = Minute

OID / Path	Name path	Type	Access	Example value	Range / Enumeration
					3 = Hourly 4 = Daily
1.4.1.1.8	root / grid / physical / physical 1 / normal input mode	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Momentary 1 = Latching
1.4.1.1.9	root / grid / physical / physical 1 / in event monitoring	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Rising 2 = Falling
1.4.1.1.11	root / grid / physical / physical 1 / in event count	Integer [1]	Read [1]	0 INTEGER	
1.4.1.2.1	root / grid / physical / physical 2 / type	Integer [1]	Read / Write [3]	2 INTEGER	Allowed values 0 = Disabled 1 = Input 2 = Output
1.4.1.2.2	root / grid / physical / physical 2 / override	Boolean [4]	Read / Write [3]	True BOOLEAN	
1.4.1.2.3	root / grid / physical / physical 2 / status	Boolean [4]	Read / Write [3]	False BOOLEAN	
1.4.1.2.4	root / grid / physical / physical 2 / out trigger time	String [3]	Read / Write [3]	UTF8	
1.4.1.2.5	root / grid / physical / physical 2 / out trigger nsecs	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.2.6	root / grid / physical / physical 2 / out trigger pulse duration	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.2.7	root / grid / physical / physical 2 / out trigger repeat	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Pulse 2 = Minute 3 = Hourly 4 = Daily
1.4.1.2.8	root / grid / physical / physical 2 / normal input mode	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Momentary 1 = Latching
1.4.1.2.9	root / grid / physical / physical 2 / in event monitoring	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Rising 2 = Falling
1.4.1.2.11	root / grid / physical / physical 2 / in event count	Integer [1]	Read [1]	0 INTEGER	
1.4.1.3.1	root / grid / physical / physical 3 / type	Integer [1]	Read / Write [3]	2 INTEGER	Allowed values 0 = Disabled 1 = Input 2 = Output
1.4.1.3.2	root / grid / physical / physical 3 / override	Boolean [4]	Read / Write [3]	True BOOLEAN	
1.4.1.3.3	root / grid / physical / physical 3 / status	Boolean [4]	Read / Write	True BOOLEAN	

OID / Path	Name path	Type	Access	Example value	Range / Enumeration
			[3]		
1.4.1.3.4	root / grid / physical / physical 3 / out trigger time	String [3]	Read / Write [3]	UTF8	
1.4.1.3.5	root / grid / physical / physical 3 / out trigger nsecs	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.3.6	root / grid / physical / physical 3 / out trigger pulse duration	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.3.7	root / grid / physical / physical 3 / out trigger repeat	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Pulse 2 = Minute 3 = Hourly 4 = Daily
1.4.1.3.8	root / grid / physical / physical 3 / normal input mode	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Momentary 1 = Latching
1.4.1.3.9	root / grid / physical / physical 3 / in event monitoring	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Rising 2 = Falling
1.4.1.3.11	root / grid / physical / physical 3 / in event count	Integer [1]	Read [1]	0 INTEGER	
1.4.1.4.1	root / grid / physical / physical 4 / type	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Disabled 1 = Input 2 = Output
1.4.1.4.2	root / grid / physical / physical 4 / override	Boolean [4]	Read [1]	False BOOLEAN	
1.4.1.4.3	root / grid / physical / physical 4 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.1.4.4	root / grid / physical / physical 4 / out trigger time	String [3]	Read / Write [3]	UTF8	
1.4.1.4.5	root / grid / physical / physical 4 / out trigger nsecs	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.4.6	root / grid / physical / physical 4 / out trigger pulse duration	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.4.7	root / grid / physical / physical 4 / out trigger repeat	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Pulse 2 = Minute 3 = Hourly 4 = Daily
1.4.1.4.8	root / grid / physical / physical 4 / normal input mode	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Momentary 1 = Latching
1.4.1.4.9	root / grid / physical / physical 4 / in event monitoring	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Rising

OID / Path	Name path	Type	Access	Example value	Range / Enumeration
					2 = Falling
1.4.1.4.11	root / grid / physical / physical 4 / in event count	Integer [1]	Read [1]	0 INTEGER	
1.4.1.5.1	root / grid / physical / physical 5 / type	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Disabled 1 = Input 2 = Output
1.4.1.5.2	root / grid / physical / physical 5 / override	Boolean [4]	Read [1]	False BOOLEAN	
1.4.1.5.3	root / grid / physical / physical 5 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.1.5.4	root / grid / physical / physical 5 / out trigger time	String [3]	Read / Write [3]	UTF8	
1.4.1.5.5	root / grid / physical / physical 5 / out trigger nsecs	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.5.6	root / grid / physical / physical 5 / out trigger pulse duration	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.5.7	root / grid / physical / physical 5 / out trigger repeat	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Pulse 2 = Minute 3 = Hourly 4 = Daily
1.4.1.5.8	root / grid / physical / physical 5 / normal input mode	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Momentary 1 = Latching
1.4.1.5.9	root / grid / physical / physical 5 / in event monitoring	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Rising 2 = Falling
1.4.1.5.11	root / grid / physical / physical 5 / in event count	Integer [1]	Read [1]	0 INTEGER	
1.4.1.6.1	root / grid / physical / physical 6 / type	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Disabled 1 = Input 2 = Output
1.4.1.6.2	root / grid / physical / physical 6 / override	Boolean [4]	Read [1]	False BOOLEAN	
1.4.1.6.3	root / grid / physical / physical 6 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.1.6.4	root / grid / physical / physical 6 / out trigger time	String [3]	Read / Write [3]	UTF8	
1.4.1.6.5	root / grid / physical / physical 6 / out trigger nsecs	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.6.6	root / grid / physical / physical 6 / out trigger pulse duration	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.6.7	root / grid / physical / physical 6 / out trigger repeat	Integer [1]	Read / Write	0 INTEGER	Allowed values 0 = None

OID / Path	Name path	Type	Access	Example value	Range / Enumeration
			[3]		1 = Pulse 2 = Minute 3 = Hourly 4 = Daily
1.4.1.6.8	root / grid / physical / physical 6 / normal input mode	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Momentary 1 = Latching
1.4.1.6.9	root / grid / physical / physical 6 / in event monitoring	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Rising 2 = Falling
1.4.1.6.11	root / grid / physical / physical 6 / in event count	Integer [1]	Read [1]	0 INTEGER	
1.4.1.7.1	root / grid / physical / physical 7 / type	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Disabled 1 = Input 2 = Output
1.4.1.7.2	root / grid / physical / physical 7 / override	Boolean [4]	Read [1]	False BOOLEAN	
1.4.1.7.3	root / grid / physical / physical 7 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.1.7.4	root / grid / physical / physical 7 / out trigger time	String [3]	Read / Write [3]	UTF8	
1.4.1.7.5	root / grid / physical / physical 7 / out trigger nsecs	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.7.6	root / grid / physical / physical 7 / out trigger pulse duration	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.7.7	root / grid / physical / physical 7 / out trigger repeat	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Pulse 2 = Minute 3 = Hourly 4 = Daily
1.4.1.7.8	root / grid / physical / physical 7 / normal input mode	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Momentary 1 = Latching
1.4.1.7.9	root / grid / physical / physical 7 / in event monitoring	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Rising 2 = Falling
1.4.1.7.11	root / grid / physical / physical 7 / in event count	Integer [1]	Read [1]	0 INTEGER	
1.4.1.8.1	root / grid / physical / physical 8 / type	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Disabled 1 = Input 2 = Output
1.4.1.8.2	root / grid / physical / physical 8 / override	Boolean [4]	Read [1]	False BOOLEAN	
1.4.1.8.3	root / grid / physical / physical 8 / status	Boolean [4]	Read [1]	False BOOLEAN	

OID / Path	Name path	Type	Access	Example value	Range / Enumeration
1.4.1.8.4	root / grid / physical / physical 8 / out trigger time	String [3]	Read / Write [3]	UTF8	
1.4.1.8.5	root / grid / physical / physical 8 / out trigger nsecs	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.8.6	root / grid / physical / physical 8 / out trigger pulse duration	Integer [1]	Read / Write [3]	0 INTEGER	
1.4.1.8.7	root / grid / physical / physical 8 / out trigger repeat	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Pulse 2 = Minute 3 = Hourly 4 = Daily
1.4.1.8.8	root / grid / physical / physical 8 / normal input mode	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Momentary 1 = Latching
1.4.1.8.9	root / grid / physical / physical 8 / in event monitoring	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = None 1 = Rising 2 = Falling
1.4.1.8.11	root / grid / physical / physical 8 / in event count	Integer [1]	Read [1]	0 INTEGER	
1.4.1.9.1	root / grid / physical / physical 9 / type	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Disabled 1 = Input 2 = Output
1.4.1.9.2	root / grid / physical / physical 9 / override	Boolean [4]	Read [1]	False BOOLEAN	
1.4.1.9.3	root / grid / physical / physical 9 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.1.10.1	root / grid / physical / physical 10 / type	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = Disabled 1 = Input 2 = Output
1.4.1.10.2	root / grid / physical / physical 10 / override	Boolean [4]	Read [1]	False BOOLEAN	
1.4.1.10.3	root / grid / physical / physical 10 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.2.1.1	root / grid / virtual / virtual 1 / type	Integer [1]	Read [1]	0 INTEGER	Allowed values 0 = disabled 1 = input 2 = output
1.4.2.1.2	root / grid / virtual / virtual 1 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.2.2.1	root / grid / virtual / virtual 2 / type	Integer [1]	Read [1]	0 INTEGER	Allowed values 0 = disabled 1 = input 2 = output
1.4.2.2.2	root / grid / virtual / virtual 2 / status	Boolean [4]	Read [1]	False BOOLEAN	

OID / Path	Name path	Type	Access	Example value	Range / Enumeration
1.4.2.3.1	root / grid / virtual / virtual 3 / type	Integer [1]	Read [1]	0 INTEGER	Allowed values 0 = disabled 1 = input 2 = output
1.4.2.3.2	root / grid / virtual / virtual 3 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.2.4.1	root / grid / virtual / virtual 4 / type	Integer [1]	Read [1]	0 INTEGER	Allowed values 0 = disabled 1 = input 2 = output
1.4.2.4.2	root / grid / virtual / virtual 4 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.2.5.1	root / grid / virtual / virtual 5 / type	Integer [1]	Read [1]	0 INTEGER	Allowed values 0 = disabled 1 = input 2 = output
1.4.2.5.2	root / grid / virtual / virtual 5 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.2.6.1	root / grid / virtual / virtual 6 / type	Integer [1]	Read [1]	0 INTEGER	Allowed values 0 = disabled 1 = input 2 = output
1.4.2.6.2	root / grid / virtual / virtual 6 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.2.7.1	root / grid / virtual / virtual 7 / type	Integer [1]	Read [1]	0 INTEGER	Allowed values 0 = disabled 1 = input 2 = output
1.4.2.7.2	root / grid / virtual / virtual 7 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.2.8.1	root / grid / virtual / virtual 8 / type	Integer [1]	Read [1]	0 INTEGER	Allowed values 0 = disabled 1 = input 2 = output
1.4.2.8.2	root / grid / virtual / virtual 8 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.2.9.1	root / grid / virtual / virtual 9 / type	Integer [1]	Read [1]	0 INTEGER	Allowed values 0 = disabled 1 = input 2 = output
1.4.2.9.2	root / grid / virtual / virtual 9 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.2.10.1	root / grid / virtual / virtual 10 / type	Integer [1]	Read [1]	0 INTEGER	Allowed values 0 = disabled 1 = input 2 = output
1.4.2.10.2	root / grid / virtual / virtual 10 / status	Boolean [4]	Read [1]	False BOOLEAN	
1.4.3.1.1	root / grid / relay / relay 1 / type	Integer [1]	Read / Write [3]	0 INTEGER	Allowed values 0 = disabled 1 = output
1.4.3.1.2	root / grid / relay / relay 1 / status	Boolean [4]	Read [1]	False BOOLEAN	

Functions

OID / Path	Name path	Description
1.2.1	root / system / reboot	Save configuration and reboot the unit
1.4.1.1.10	root / grid / physical / physical 1 / last timestamp_func	Fetch Date and time of last input event (YYYY-MM-DD hh:mm:ss nsec)
1.4.1.1.12	root / grid / physical / physical 1 / clear input events	Delete the current list of input event timestamps
1.4.1.2.10	root / grid / physical / physical 2 / last timestamp_func	Fetch Date and time of last input event (YYYY-MM-DD hh:mm:ss nsec)
1.4.1.2.12	root / grid / physical / physical 2 / clear input events	Delete the current list of input event timestamps
1.4.1.3.10	root / grid / physical / physical 3 / last timestamp_func	Fetch Date and time of last input event (YYYY-MM-DD hh:mm:ss nsec)
1.4.1.3.12	root / grid / physical / physical 3 / clear input events	Delete the current list of input event timestamps
1.4.1.4.10	root / grid / physical / physical 4 / last timestamp_func	Fetch Date and time of last input event (YYYY-MM-DD hh:mm:ss nsec)
1.4.1.4.12	root / grid / physical / physical 4 / clear input events	Delete the current list of input event timestamps
1.4.1.5.10	root / grid / physical / physical 5 / last timestamp_func	Fetch Date and time of last input event (YYYY-MM-DD hh:mm:ss nsec)
1.4.1.5.12	root / grid / physical / physical 5 / clear input events	Delete the current list of input event timestamps
1.4.1.6.10	root / grid / physical / physical 6 / last timestamp_func	Fetch Date and time of last input event (YYYY-MM-DD hh:mm:ss nsec)
1.4.1.6.12	root / grid / physical / physical 6 / clear input events	Delete the current list of input event timestamps
1.4.1.7.10	root / grid / physical / physical 7 / last timestamp_func	Fetch Date and time of last input event (YYYY-MM-DD hh:mm:ss nsec)
1.4.1.7.12	root / grid / physical / physical 7 / clear input events	Delete the current list of input event timestamps
1.4.1.8.10	root / grid / physical / physical 8 / last timestamp_func	Fetch Date and time of last input event (YYYY-MM-DD hh:mm:ss nsec)
1.4.1.8.12	root / grid / physical / physical 8 / clear input events	Delete the current list of input event timestamps

Matrices

None found.

Node index

OID / Path	Name path	Description
1	root	
1.1	root / identity	
1.2	root / system	
1.3	root / ptp	

OID / Path	Name path	Description
1.4	root / grid	
1.4.1	root / grid / physical	
1.4.1.1	root / grid / physical / physical 1	
1.4.1.2	root / grid / physical / physical 2	
1.4.1.3	root / grid / physical / physical 3	
1.4.1.4	root / grid / physical / physical 4	
1.4.1.5	root / grid / physical / physical 5	
1.4.1.6	root / grid / physical / physical 6	
1.4.1.7	root / grid / physical / physical 7	
1.4.1.8	root / grid / physical / physical 8	
1.4.1.9	root / grid / physical / physical 9	
1.4.1.10	root / grid / physical / physical 10	
1.4.2	root / grid / virtual	
1.4.2.1	root / grid / virtual / virtual 1	
1.4.2.2	root / grid / virtual / virtual 2	
1.4.2.3	root / grid / virtual / virtual 3	
1.4.2.4	root / grid / virtual / virtual 4	
1.4.2.5	root / grid / virtual / virtual 5	
1.4.2.6	root / grid / virtual / virtual 6	
1.4.2.7	root / grid / virtual / virtual 7	
1.4.2.8	root / grid / virtual / virtual 8	
1.4.2.9	root / grid / virtual / virtual 9	
1.4.2.10	root / grid / virtual / virtual 10	
1.4.3	root / grid / relay	
1.4.3.1	root / grid / relay / relay 1	