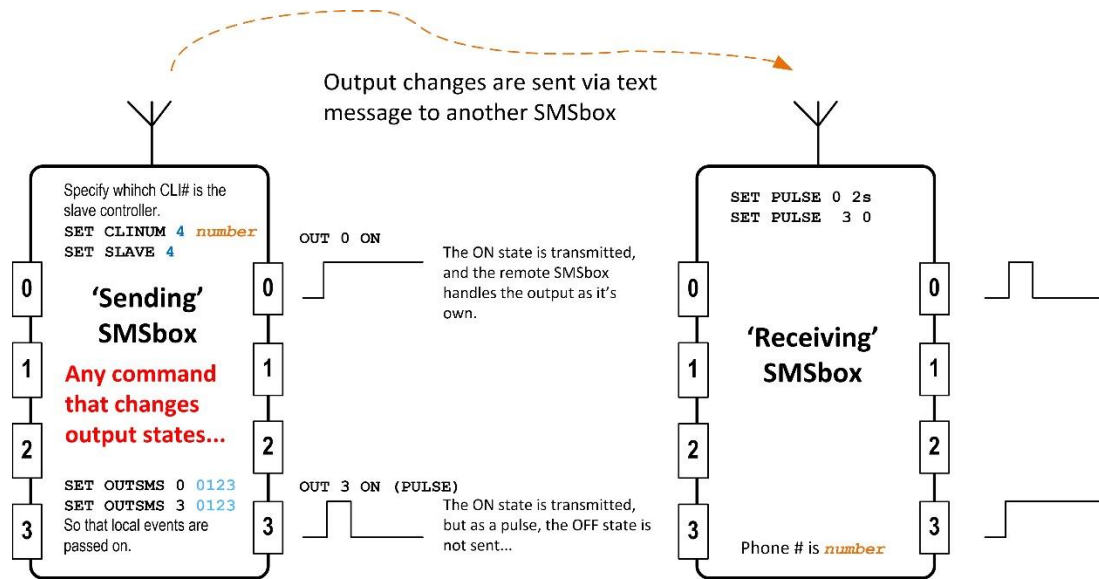


SLAVE MODE

Slave mode uses extra outgoing messages to control output changes on *another* ControlMate. This capability allows two or more units to be located far apart, but co-operate to control external equipment. There is nothing to stop the remote unit sending back to the local unit as a separate 'slave' relationship.

If any CLI members are set as a *SLAVE* to the ControlMate, the *local* output on/off state will be mirrored to the receiving unit, but importantly, **the receiving units will execute the output state according to their own output settings.**



SLAVE MODE EXAMPLE

Only output messages are 'slaved' in a 1:1 manner from the 'sending' to the 'receiving' ControlMate – in either direction as configured. Only the 'sending' unit needs to have CLI SLAVE mode selected.

Two units configured to slave *to each other* (Note: they are on different Carriers / SIMs)
 Internal software prevents them from bouncing back-and-forth on a single event.

```

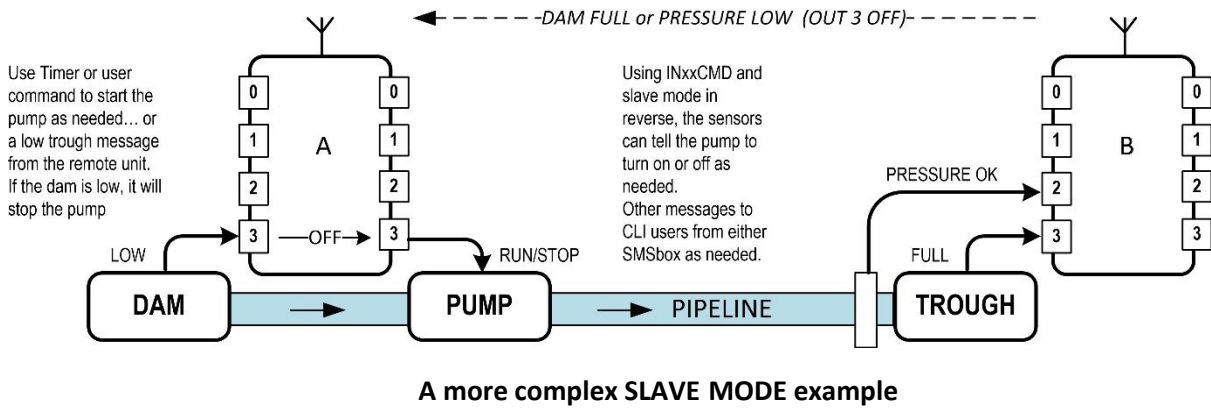
1:SLV Amaysim
INSMS
OUTSMS 0 1 2 3
INZsms
OUTZsms
Out ACL 0 1 2 3
DialIn []
>

1:SLV Belong
INSMS
OUTSMS 0 1 2 3
INZsms
OUTZsms
Out ACL 0 1 2 3
DialIn []
>
  
```

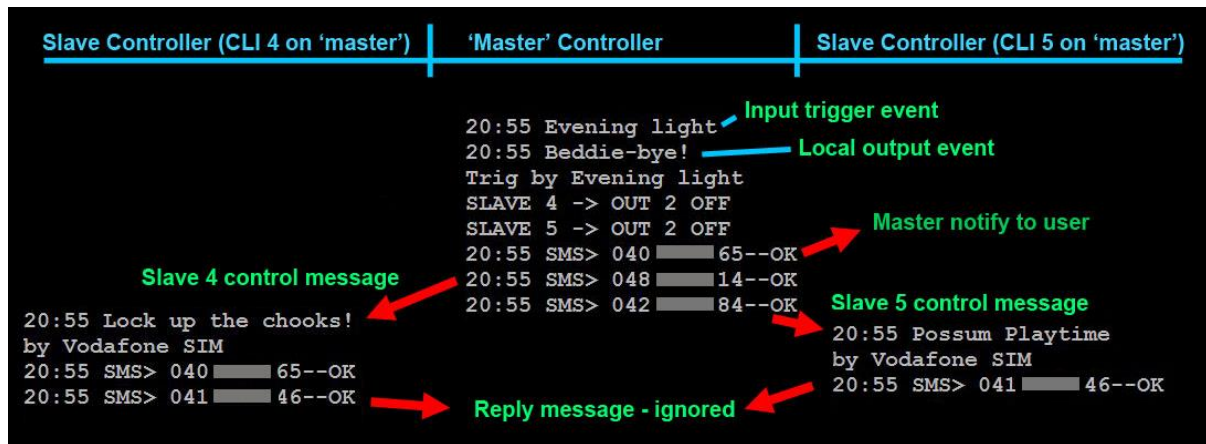
- Both have each other in their CLI list as allowed message source.
- Both have the other marked for OUTSMS of the required channels (in this example 0123)
- In this case BOTH are set as SLV (SLAVE) to each other. This tells each to send OUT control messages to the other. This may be configured one-way as needed.
- Slaves and OUTSMS may be split for separate MASTER-SLAVE assigned to different outputs.
- Remember - only STATE CHANGES will send or execute an output event.

IMPORTANT: The *sending* unit must have OUTSMS enabled for the desired outputs to be 'forwarded' to the slave. The 'receiving' controller must have the 'sending' controller's number in its CLI list or the control messages will be rejected.

DON'T make both ends CLI slave to each other on the *same* outputs!!!
Both units *can* slave to each other on different outputs without a ping-pong message effect.



Sequence of events -



Typical SLAVE message transactions

The master has a trigger event – an input event in this case 'Evening Light' from a sensor.

Local logic says 'turn on "Beddie-Bye" as a local output'. Then also sends a CLI user notification, and two slave commands - to CLI members 4 & 5 that have the same output number as local output "Beddie-Bye".

These slave outputs have been named as (#4) "Lock up the chooks", and (#5) "Possum Playtime", along with the advice that 'Vodafone Test' (the master controller in this case) was the one that sent the command.

Due to the default SMS message logic, both slaves reply to the 'master' which is ignored.