

MyHome

Modifications of objects : Overwrite fonction

March 7, 2025



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Overwrite fonction

Overwrite consists of taking one channel of an actuator or one module of a command that is already linked to a logic object and change its configuration so that it is then linked to another logic object.

With this function, there is no longer any need to delete a logic object or to reset the actuator/command to associate it with a different logic object.

It is possible to do the Overwrite both when editing an existing object and when creating a new object.



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Where can I use the Overwrite?

Overwrite is **available** for the following logic objects (even if they are part of groups or scenes):

- On/Off lights
- Dimmers (both normal and Dali)
- Sockets
- Locks
- Shutters/Blinds
- Thermostats

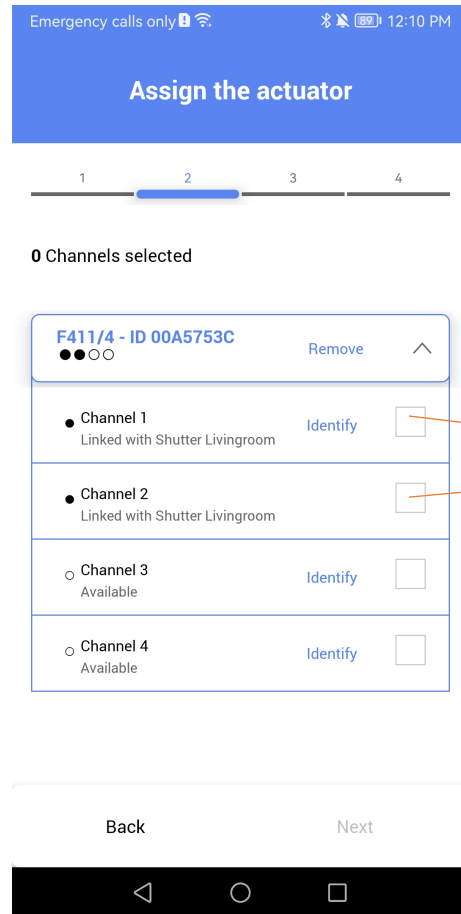
It is **not possible** to do the Overwrite for:

- All the other logic objects
- Simple contacts (dehumidification, season change, ...)
- Groups and General
- Commands used as triggers for H+P scenes

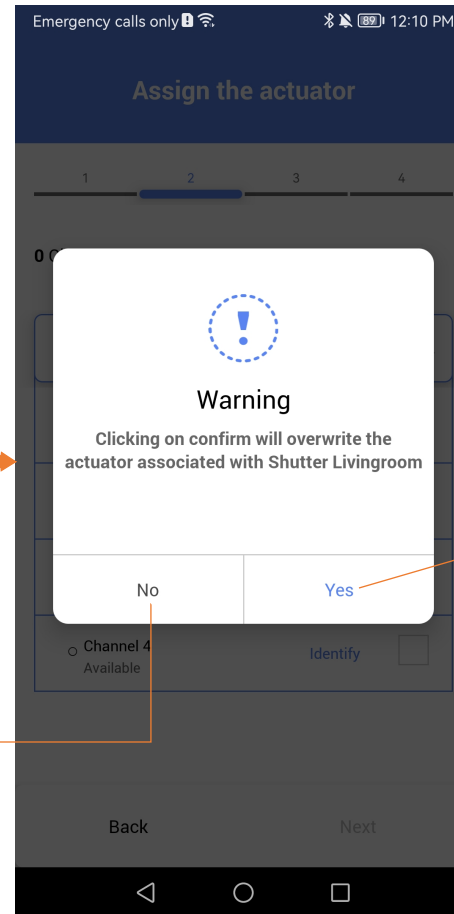


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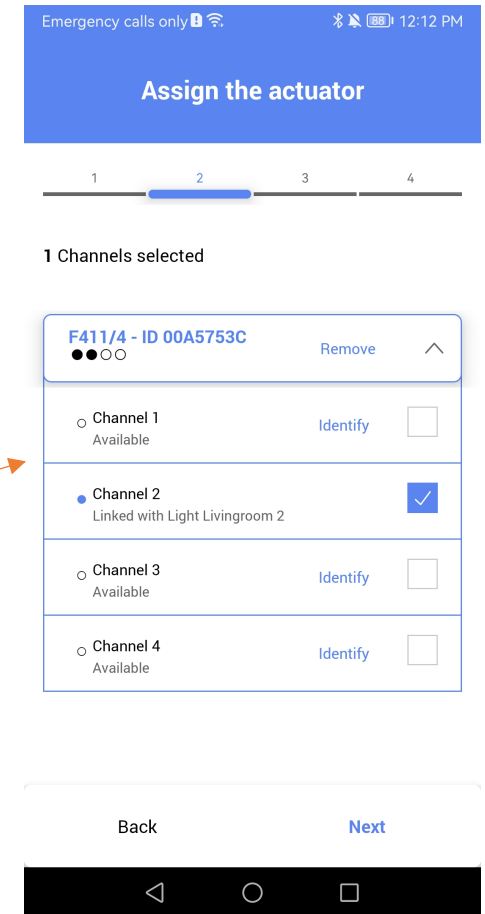
Overwrite on Light/Shutter objects - Actuator



When creating/editing, now the actuator page shows the channels already linked to other objects as selectable.



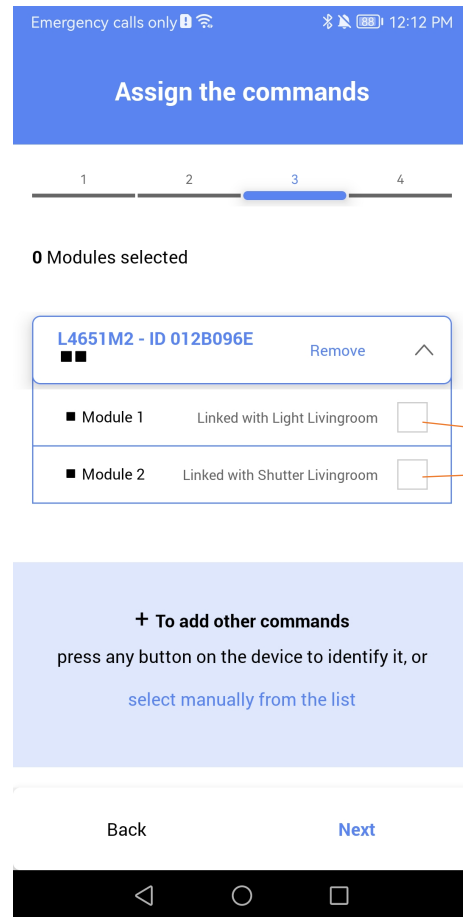
If an already linked channel is selected, a pop-up warning appear to confirm the action.



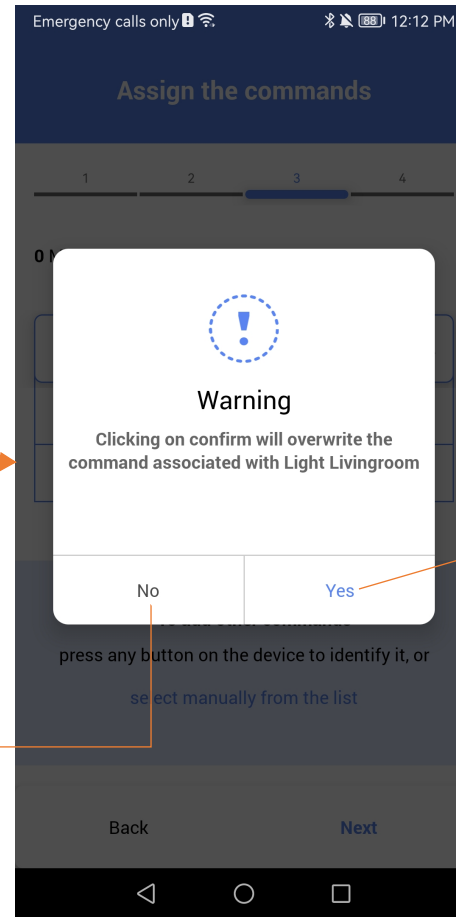
Having selected the second channel (of a shutter) to overwrite, the first channel appears as available and not linked to anything.



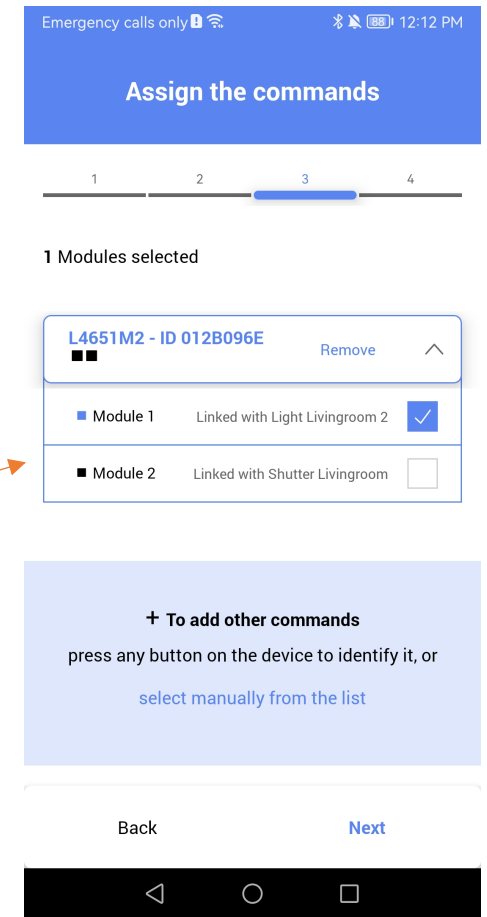
Overwrite on Light/Shutter objects - Command



When creating/editing, now the command page shows the modules already linked to other objects as selectable.



If an already linked module is selected, a pop-up warning appear to confirm the action.




Confirming, the module selected will be linked to the new object.



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Overwrite on Thermostat - Probe

Emergency calls only 

  8:42 AM

[Cancel](#)

Manual selection

 Filter by ID or model

KM4691, ID: 0135200F
Linked with Thermostat Livingroom

LN4691, ID: 0114630E
Available

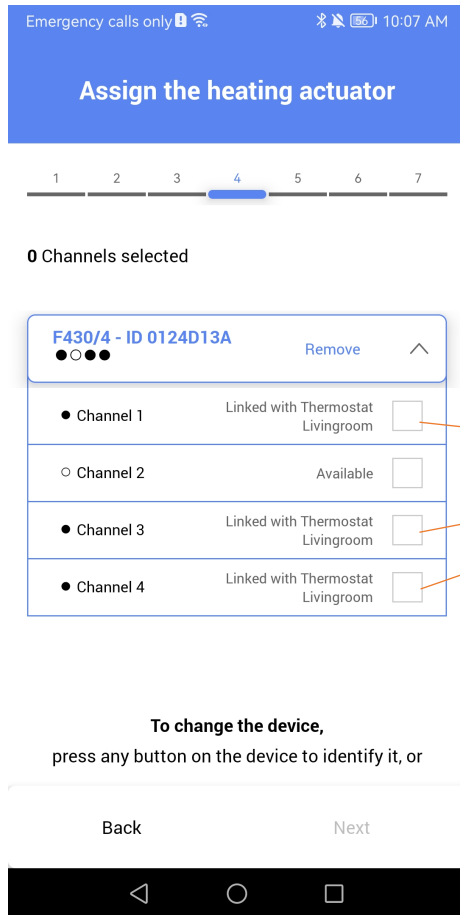
Probes cannot be overwritten because it's the core of the thermostat logic object: any modifications to the probe could disrupt the overall functionality of that logic object.

INSERT

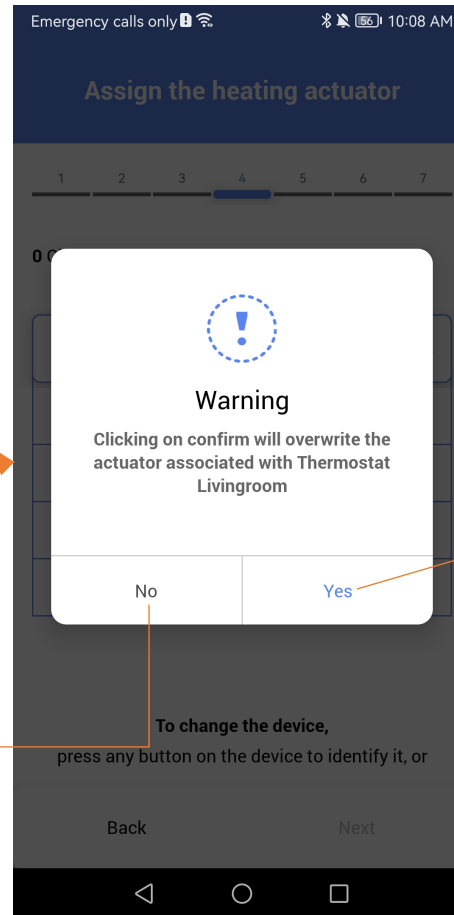


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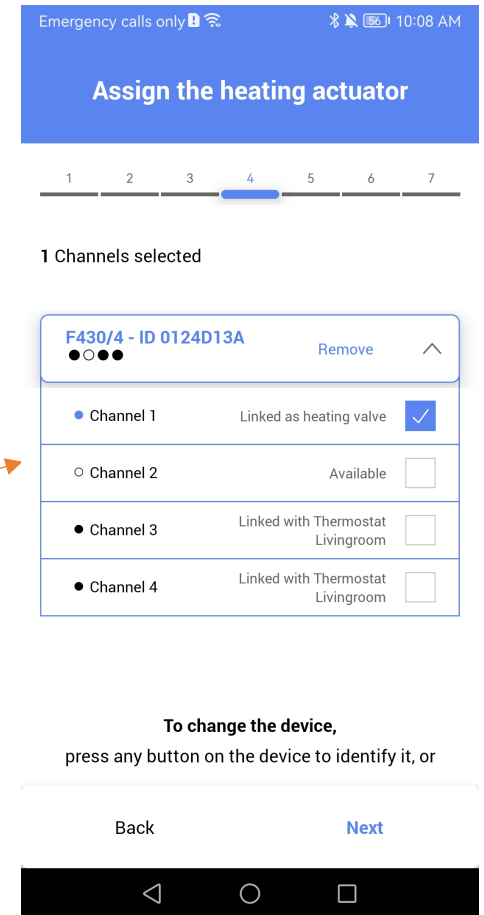
Overwrite on Thermostat - Actuator



When creating/editing, now the actuator page shows the channels already linked to other objects (both pumps and actuators) as selectable.



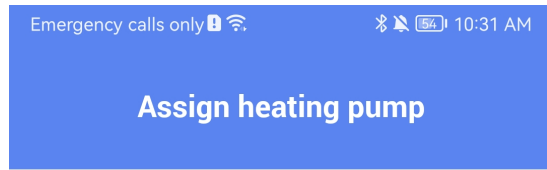
If an already linked channel is selected, a pop-up warning appear to confirm the action.



Confirming, the channel selected will be linked to the new object.

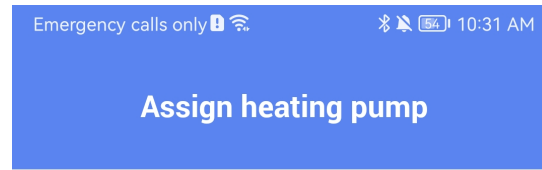
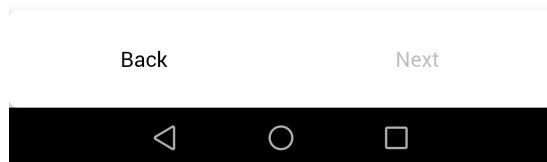


Overwrite on Thermostat - Pump



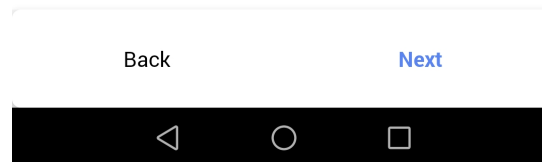
F430/4 - ID 0124D13A		Remove	^
<input checked="" type="radio"/> Channel 1	Linked as heating valve	—	
<input type="radio"/> Channel 2	Available	<input type="checkbox"/>	
<input checked="" type="radio"/> Channel 3	Linked as heating valve	—	
<input type="radio"/> Channel 4	Pump for Thermostat Livingroom	<input type="checkbox"/>	

To change the device,
press any button on the device to identify it, or



F430/4 - ID 0124D13A		Remove	^
<input checked="" type="radio"/> Channel 1	Linked as heating valve	—	
<input type="radio"/> Channel 2	Available	<input type="checkbox"/>	
<input checked="" type="radio"/> Channel 3	Linked as heating valve	—	
<input checked="" type="radio"/> Channel 4	Linked with 2 objects	<input checked="" type="checkbox"/>	

To change the device,
press any button on the device to identify it, or



Overwrite on pumps is not possible: it simply means that the same pump is shared by several objects.



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Compromised configuration

Emergency calls only 12:14 PM

F460 000131F3

Edit

Compromised configurations Complete

STRUCTURE

- 1 ROOM
- F460 settings
000131F3 | Connected
- General commands and groups
- Scenarios
- Temperature control system
- Load control system

Save and exit



App H+P will show a warning banner in the home page of the plant when there is at least one object with a compromised configuration.

Emergency calls only 9:04 AM

Livingroom

More

- Light Livingroom
Configuration issue
- Shutter Livingroom
Configuration issue
- Thermostat Livingroom
Configuration issue



As already done for other situations, compromised objects will be marked with a yellow triangle when entering a room page.

Overwriting a device already belonging to an object compromises the configuration of that object, meaning it may be missing an actuator or a command to work properly and be controlled from H+C, HomeTouch and physically.



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Compromised configuration – Automation Actuator

Emergency calls only 12:14 PM

[← Shutter Livingroom](#) [More](#)

Compromised configurations
Edit the object to complete it [Edit](#)

Parameters

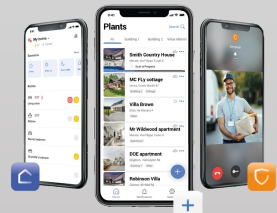
ROOM

Livingroom

SHUTTER LIVINGROOM
Shutter object

L4651M2 - ID 012B096E
Module 2

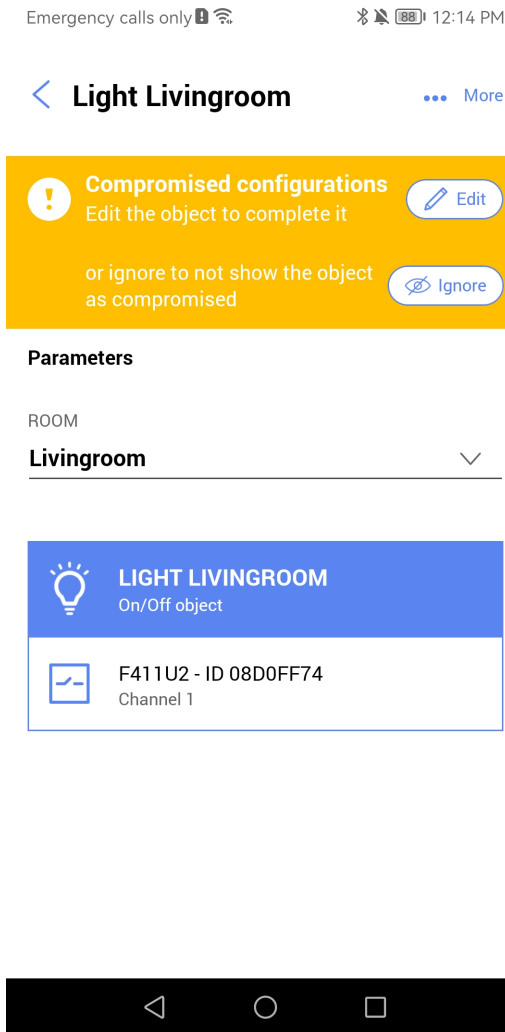
Since the actuator is mandatory for the object to work properly and be controlled from H+C, HomeTouch and physically, the “compromised configuration” for a missing actuator must be resolved by editing the object and linking a channel of an actuator.



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Compromised configuration – Automation Command



The “compromised configuration” due to missing command is shown only for objects that have all their previously linked commands overwritten.

It is possible to choose whether to edit the configuration and link a new command or to ignore this compromised configuration since the command is not mandatory for an object to work.



Compromised configuration – Thermoregulation

Emergency calls only 10:18 AM

[← Thermostat Livingroom](#) [More](#)

Compromised configurations
Edit the object to complete it [Edit](#)

Parameters

ROOM

Livingroom

THERMOSTAT LIVINGROOM	
	Heating and cooling plant with pump Actuator modality: separate
	KM4691 - ID 0135200F
	F430R3V10 - ID 00ED5973 Channel 1
	F430/4 - ID 0124D13A Channel 4

For thermoregulation, the “compromised configuration” is present only for missing actuators and it must be resolved for that object to work properly again and be controlled from H+C, HomeTouch and physically.



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Compromised configuration – Object in a Group/Scene

When an object is part of a group and the actuator that is linked to that object is overwritten, the object is automatically removed from the group.

When the group command is overwritten to control an object, the app shows the group with a yellow triangle (it is shown only when all the previously linked commands are overwritten).

When an object is used as an action, trigger, or condition in a scene, and then its configuration becomes compromised after an overwrite, nothing will be shown on the scene page to warn that the object will not work*.

*Temporary solution until the next release that covers groups and scenes



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