
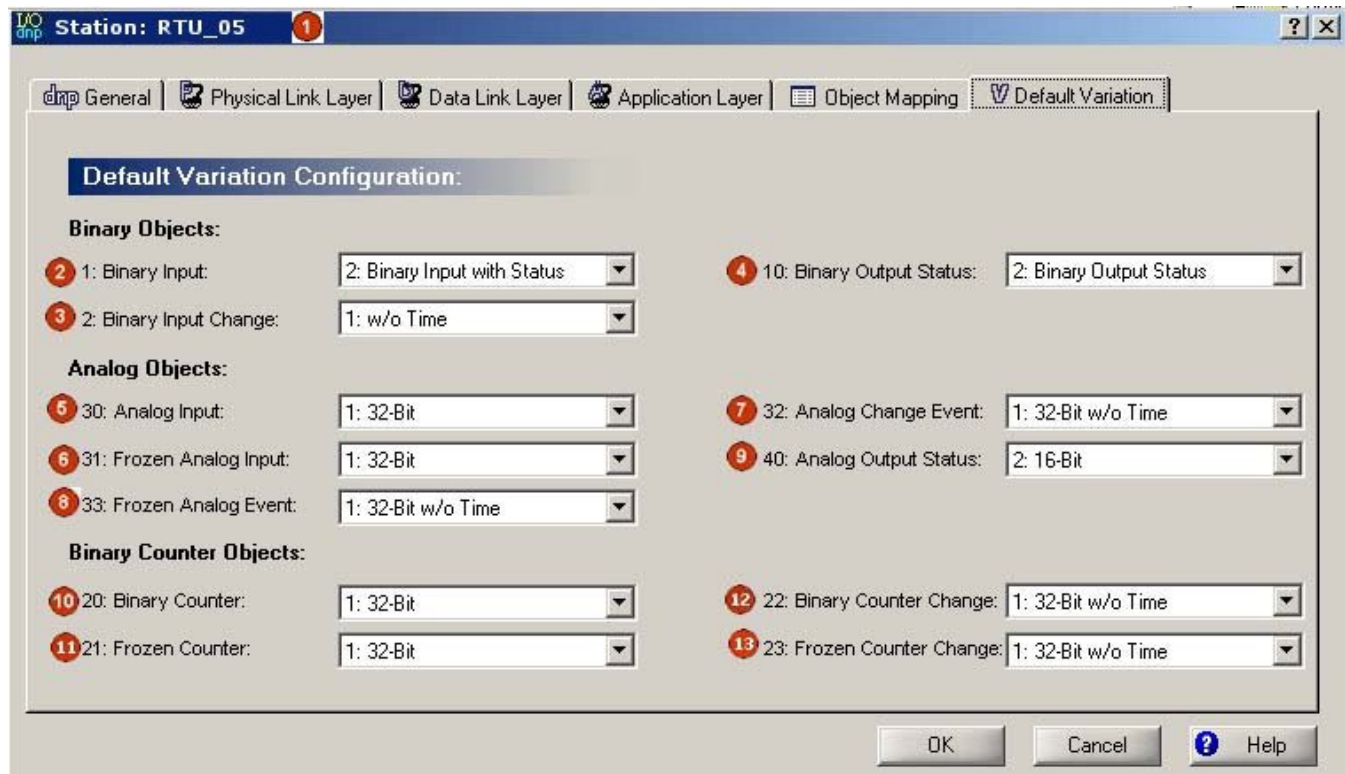


## DNP Add-On: Default Variation Window

This window is used to configure the Default Variation of each one of the Objects. 



- 1** Station Name
- 2** Combo Box that shows the different choices for Object 1 (Binary Input) that the user can select as a default variation.
- 3** Combo Box that shows the different choices for Object 2 (Binary Input Change Events) that the user can select as a default variation.
- 4** Combo Box that shows the different choices for Object 10 (Binary Output) that the user can select as a default variation.
- 5** Combo Box that shows the different choices for Object 30 (Analog Input) that the user can select as a default variation.
- 6** Combo Box that shows the different choices for Object 31 (Frozen Analog Input) that the user can select as a default variation (only on Level 2+).
- 7** Combo Box that shows the different choices for Object 32 (Analog Input Change Events) that the user can select as a default variation.
- 8** Combo Box that shows the different choices for Object 33 (Frozen Analog Input Change Event) that the user can

select as a default variation (only on Level 2+).

9 Combo Box that shows the different choices for Object 40 (Analog Output) that the user can select as a default variation.

10 Combo Box that shows the different choices for Object 20 (Binary Counters) that the user can select as a default variation.

11 Combo Box that shows the different choices for Object 21 (Frozen Binary Counters) that the user can select as a default variation.

12 Combo Box that shows the different choices for Object 22 (Binary Counters Change Events) that the user can select as a default variation.

13 Combo Box that shows the different choices for Object 23 (Frozen Binary Counters Change Event) that the user can select as a default variation (only on Level 2+).

The possible values for Default Variation are shown in the following table:

DNP Type	Object	Variation		Description
		Level 2	Level2+	
Binary input	1	1	1	Binary Input
		2	2	Binary Input with Status
Binary input change	2	1	1	Binary Input Change without Time
		2	2	Binary Input Change with Time
		3	3	Binary Input Change with Relative Time
Binary Output	10		1	Binary Output
			2	Binary Output Status
Binary Counter	20	1	1	32-Bit Binary Counter
		2	2	16-Bit Binary Counter
		5	5	32-Bit Binary Counter without Flag
		6	6	16-Bit Binary Counter without Flag
Frozen Binary counter	21	1	1	32-Bit Frozen Counter
		2	2	16-Bit Frozen Counter
		9	5	32-Bit Frozen Counter with Time of Freeze
		10	6	16-Bit Frozen Counter with Time of Freeze
			9	32-Bit Frozen Counter without Flag
			10	16-Bit Frozen Counter without Flag

Binary Counter Event	22		1	1	32-Bit Counter Change Event without Time
			2	2	16-Bit Counter Change Event without Time
				5	32-Bit Counter Change Event with Time
				6	16-Bit Counter Change Event with Time
Frozen Binary counter events	23			1	32-Bit Frozen Counter Event without Time
				2	16-Bit Frozen Counter Event without Time
				5	32-Bit Frozen Counter Event with Time
				6	16-Bit Frozen Counter Event with Time
Analog Input	30		1	1	32-Bit Analog Input
			2	2	16-Bit Analog Input
			3	3	32-Bit Analog Input without Flag
			4	4	16-Bit Analog Input without Flag
				5	Short Floating Point Analog Input
				6	Long Floating Point Analog Input
Frozen Analog Input	31			1	32-Bit Frozen Analog Input
				2	16-Bit Frozen Analog Input
				3	32-Bit Frozen Analog Input with Time of Freeze
				4	16-Bit Frozen Analog Input with Time of Freeze
				5	32-Bit Frozen Analog Input without Flag
				6	16-Bit Frozen Analog Input without Flag
				7	Short Floating Point Frozen Analog Input
				8	Long Floating Point Frozen Analog Input
Analog Input Event	32		1	1	32-Bit Analog Change Event without Time
			2	2	16-Bit Analog Change Event without Time
				3	32-Bit Analog Change Event with Time
				4	16-Bit Analog Change Event with Time
				5	Short Floating Point Analog Change Event without Time
				6	Long Floating Point Analog Change Event without Time
					Short Floating Point Analog Change Event

				7	with Time
				8	Long Floating Point Analog Change Event with Time
Frozen Analog Input Event	33			1	32-Bit Frozen Analog Event without Time
				2	16-Bit Frozen Analog Event without Time
				3	32-Bit Frozen Analog Event with Time
				4	16-Bit Frozen Analog Event with Time
				5	Short Floating Point Frozen Analog Change Event without Time
				6	Long Floating Point Frozen Analog Change Event without Time
				7	Short Floating Point Frozen Analog Change Event with Time
				8	Long Floating Point Frozen Analog Change Event with Time
Analog Output	40			1	32-Bit Analog Output Status
		2		2	16-Bit Analog Output Status
				3	Short Floating Point
				4	Long Floating Point

**Related Topics**

- [DNP Add-On: DNP General Properties Window](#)
- [DNP Add-On: Physical Link Layer Properties Window](#)
- [DNP Add-On: Data Link Layer Properties Window](#)
- [DNP Add-On: Application Layer Properties Window](#)
- [DNP Add-On: Object Mapping Window](#)