

1. If (Temp is VeryCool) and (dTemp is Falling) then (PowerChange is pBigIncrement) (1)
2. If (Temp is VeryCool) and (dTemp is NoChange) then (PowerChange is pBigIncrement) (1)
3. If (Temp is VeryCool) and (dTemp is Rising) then (PowerChange is plncrement) (1)
4. If (Temp is Cool) and (dTemp is Falling) then (PowerChange is pBigIncrement) (1)
5. If (Temp is Cool) and (dTemp is NoChange) then (PowerChange is plncrement) (1)
6. If (Temp is Cool) and (dTemp is Rising) then (PowerChange is pNoChange) (1)
7. If (Temp is Exactly) and (dTemp is Falling) then (PowerChange is plncrement) (1)
8. If (Temp is Exactly) and (dTemp is NoChange) then (PowerChange is pNoChange) (1)
9. If (Temp is Exactly) and (dTemp is Rising) then (PowerChange is pDecrement) (1)
10. If (Temp is HOT) and (dTemp is Falling) then (PowerChange is pNoChange) (1)
11. If (Temp is HOT) and (dTemp is NoChange) then (PowerChange is pDecrement) (1)
12. If (Temp is HOT) and (dTemp is Rising) then (PowerChange is pBigDecrement) (1)
13. If (Temp is VeryHot) and (dTemp is Falling) then (PowerChange is pDecrement) (1)
14. If (Temp is VeryHot) and (dTemp is NoChange) then (PowerChange is pBigDecrement) (1)
15. If (Temp is VeryHot) and (dTemp is Rising) then (PowerChange is pBigDecrement) (1)

If		and		Then
Temp is		dTemp is		PowerChange is
VeryCool Exactly VeryHot Cool HOT none		Falling NoChange Rising none		pBigDecremen pNoChange pBigIncrement plncrement pDecrement none
☐ not		☐ not		☐ not
Connection ☒ or ☒ and		Weight: 1 Delete rule Add rule Change rule << >>		

FIS Name: TEMP

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