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switch between Starter Battery 1 and Battery 2 function in easYgen-3000XT

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In most emergency installations, the backup gensets equipped with two independent starter batteries.

The following programming example shows how two relay outputs are energized in turn when discrete input DI 9 is energized. For the first time, relay 11 will be energized, the second time, relay 12 will be energized, then relay 11...and so on.

This programming may be used to change between two battery sets for each starting cycle. Therefore DI 9 must be used to start the engine also / or use the DI which starts the engine, default is DI 2. Or any other input command may be used instead of DI 9, for example the command "03.06 Engine released".

This example uses:

DI 9; Flag 02; Flag 03; Flag 04; Flag 05; DO 11; DO 12

Config_IO.Discrete_Out.11.12560 Relay 11 - LogicsManager

00.04 LM: Flag 4

13.12 Discrete output 12

00.01 LM: Flag 1

True

And

And

Timing

Delay ON

0,00 sec

Delay OFF

0,00 sec

OK Cancel

```
graph LR; A[00.04 LM: Flag 4] --> B[ ]; B --> C[And]; D[13.12 Discrete output 12] --> E[Not]; E --> C; C --> F[ ]; G[00.01 LM: Flag 1] --> H[True]; H --> F; F --> I[And]; I --> J[ ]; J --> K[Timing]; K --> L[Delay ON 0,00 sec]; K --> M[Delay OFF 0,00 sec];
```

Config_IO.Discrete_Out.12.12590 Relay 12 - LogicsManager

00.05 LM: Flag 5

13.11 Discrete output 11

00.01 LM: Flag 1

True

And

And

Timing

Delay ON

0,00 sec

Delay OFF

0,00 sec

OK Cancel

```
graph LR; A[00.05 LM: Flag 5] --> B[ ]; B --> C[And]; D[13.11 Discrete output 11] --> E[Not]; E --> C; C --> F[ ]; G[00.01 LM: Flag 1] --> H[True]; H --> F; F --> I[And]; I --> J[ ]; J --> K[Timing]; K --> L[Delay ON 0,00 sec]; K --> M[Delay OFF 0,00 sec];
```

Config_LogicsManager.Flags.02.12240 Flag 2 - LogicsManager

00.02 LM: Flag 2

00.03 LM: Flag 3

13.11 Discrete output 11

And

Not

Or

Timing

Delay ON
0,00 sec

Delay OFF
0,00 sec

OK Cancel

Config_LogicsManager.Flags.03.12250 Flag 3 - LogicsManager

00.03 LM: Flag 3

00.02 LM: Flag 2

13.12 Discrete output 12

And

Not

Or

Timing

Delay ON
0,00 sec

Delay OFF
0,00 sec

OK Cancel

Config_LogicsManager.Flags.02.12240 Flag 2 - LogicsManager

00.02 LM: Flag 2 ☐ ☐

00.03 LM: Flag 3 ☐ Not ☐

13.11 Discrete output 11 ☐ ☐

And ☐

Or ☐

Timing

Delay ON 0,00 sec

Delay OFF 0,00 sec

OK Cancel

Config_LogicsManager.Flags.03.12250 Flag 3 - LogicsManager

00.03 LM: Flag 3 ☐ ☐

00.02 LM: Flag 2 ☐ Not ☐

13.12 Discrete output 12 ☐ ☐

And ☐

Or ☐

Timing

Delay ON 0,00 sec

Delay OFF 0,00 sec

OK Cancel

