

KNX multiapplication controller 16 outputs

Catalogue number(s): 0 484 22

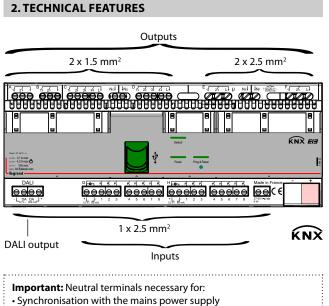


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1. USE

The KNX multi-application modular controller has been specially designed to meet requirements for control in hotel rooms and meeting rooms.

- It comprises:
- 16 binary outputs that can be configured to control lighting (2 blocks of 4 relays: 4.3 A max. to be distributed in each of the blocks), blinds (2 blocks of 2 relays: 2.1 A max. to be distributed in each of the blocks) and power sockets (2 blocks of 2 relays: 16 A max. to be distributed in each of the blocks). Each output can be part of 5 scenarios and 3 different modes. 4 separate current measurements are incorporated.
- 16 configurable auxiliary inputs for ON/OFF, Dim +/-, scene and raise/ lower/stop commands for roller blinds via switches, pushbuttons or other volt-free contact devices.
 Functions for creating scenarios and advanced logic functions: 3 logic
- Functions for creating scenarios and advanced logic functions: 3 logic "blocks" for sending a command according to 3 conditions and 3 other "program blocks" for sending 5 different actions on 1 command.



Measurement of energy consumption

.....

2. TECHNICAL FEATURES (CONTINUED)

| Device power supply | 27-50 V∿/ 6 W | | |
|---|--|--|--|
| Terminal type | Screw | | |
| Number of load terminals | A - B: 2.1 A blocks | | |
| | 16 outputs C - D: 4.3 A blocks | | |
| | E - F: 16 A blocks | | |
| Number of auxiliary input terminals | 16 inputs (G - H: 8-input blocks) | | |
| Capacity of the load terminals | 2 x 1.5 mm ² (A to D) | | |
| | 2 x 2.5 mm ² (E to F) | | |
| Capacity of the DALI load terminals | 1 x 2.5 mm ² | | |
| Capacity of the auxiliary input terminals | 1 x 2.5 mm ² | | |
| KNX connection | 0.6 to 0.8 mm ² | | |
| Contact type | Bistable relay (blocks E & F), | | |
| | monostable relay (blocks A, B, C & D) | | |
| Location category | Indoor | | |
| Degree of protection | IP 20 | | |
| Penetration by solid and liquid matter | (installation in an enclosure) | | |
| Impact resistance | IK 04 | | |
| Number of modules | 12 | | |
| Usage temperature | -5°C to +45°C | | |
| Storage temperature | -20°C to +70°C | | |
| No-load power consumption | < 1 W | | |
| KNX/BUS absorption | 5 mA | | |
| Weight | 387 g | | |

2. TECHNICAL FEATURES (CONTINUED)

| | | ● |) | 2 + | | ● + ∲/ | l , // | C I | | ٥ ך | Ì, | و ا | , | • | 5 1 | 8 | | | |
|---------|------------------|-----------------|----------|---|--------|------------------|---------------|-------------------------------|-------|----------------|-------|----------------|-------|-----------------|--------|------------------|-------|------------------|-------|
| | | | V | -/-+ | • 🗞 | _ ∎ + | \otimes | Ð | | | | | § | -* | - | M |) | M |) |
| Outputs | 230 Vへ 110 Vへ | 80 VA 40 VA | 0.3 A | 250 VA 125 VA | 1.1 A | 250 VA 125 VA | 1.1 A | 2 (2 x 36) W 1 (2 x 36) W | 0.8 A | 80 VA 40 VA | 0.3 A | 80 VA 40 VA | 0.3 A | 500 W 250 W | 2.1 A | 250 VA 125 VA | 1.1 A | 250 VA 125 VA | 1.1 A |
| A - B | 12 - 48 V∿/V≕ | 4-15 VA | 0.3 A | | | | | | | | | | | | | 13-52 VA | 1.1 A | 13-52 VA | 1.1 A |
| | 22014 | 100.1/4 | | 500.1/4 | | 500.1/4 | | 4 (2 × 20) 14 | | 100.14 | | 100114 | | 1000 \ | | | | 500 V/A | |
| C - D | 230 Vへ 110 Vへ | 160 VA 80 VA | 0.7 A | 500 VA 250 VA | 2.1 A | 500 VA 250 VA | 2.1 A | 4 (2 x 36) W 2 (2 x 36) W | 1.7 A | 160 VA | 0.7 A | 160 VA | 0.7 A | 1000 W 500 W | 4.3 A | 250 VA | 2.1 A | 500 VA 250 VA | 2.1 A |
| | 11000 | 00 111 | 1 | 200 111 | | 200 111 | <u> </u> | 2 (2 / 30) 11 | 1 | 00 M | I | 00 V/(| | 50511 | | 200 111 | | 200 11 | |
| | $_{230}V \sim$ | 500 VA | 214 | 1000 VA 500 VA | 4 3 A | 1000 VA | 434 | 10 (2 x 36) W 5 (2 x 36) W | 434 | 500 VA | 214 | 500 VA | 2 1 A | 3680 W | 16 A | 500 VA | 2 1 A | 500 VA | 214 |
| E - F | 110 V \sim | 250 VA | 2.1 A | 500 VA | л. Ј Л | 500 VA | т. 5 Л | 5 (2 x 36) W | т.5 л | 250 VA | 2.1 A | 250 VA | 2.1 A | 1760 W | IUA | 250 VA | 2.1 A | 250 VA | 2.1 A |

Halogen bulbs

8 Motors

Ontactors

6 Compact fluorescent bulbs with built-in electronic ballast

6 Compact fluorescent bulbs with built-in ferromagnetic ballast

1 LED bulbs

2 ELV halogen, compact fluorescent and fluorescent bulbs with separate electronic ballast

ELV halogen, compact fluorescent and fluorescent bulbs with separate ferromagnetic ballast

4 Fluorescent tubes

Power supply unit

The device must be powered by an external power supply. Permitted voltage range: 27 to 50 V $\sim/=$, 6 W min.

Power outputs

-Blocks A and B (2 blocks of 2 relays: 2.1 A max. to be distributed in each of the blocks).

For roller blind control functions, exclusive signs (e.g. Do not disturb/Room service) and ON/OFF functions (for AC or DC load).

-Blocks C and D (2 blocks of 4 relays: 4.3 A max. to be distributed in each of the blocks).

For controlling 4 separate loads per block. Each block includes energy measurement.

-Blocks E and F (2 blocks of 2 relays: 16 A max. to be distributed in each of the blocks).

For controlling 2 separate loads per block. Each block includes energy measurement.

DALI output

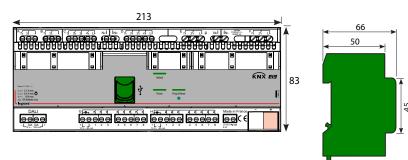
For controlling 64 DALI ballasts in Broadcast mode. Pairing between the device and the DALI output is not necessary. The DALI BUS power supply is incorporated in the device. Imax 128 mA/12 V=. If I is greater than 128 mA, use an external power supply (remove the jumpers from the DALI terminals).

Control inputs

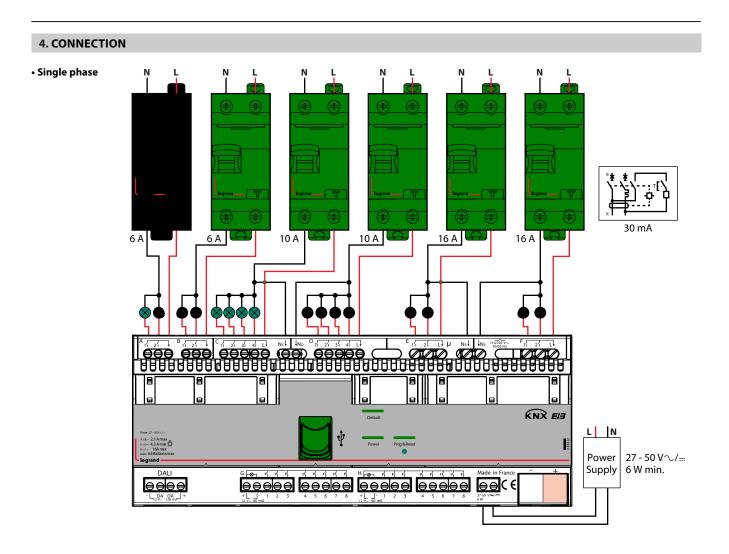
- Blocks G and H.

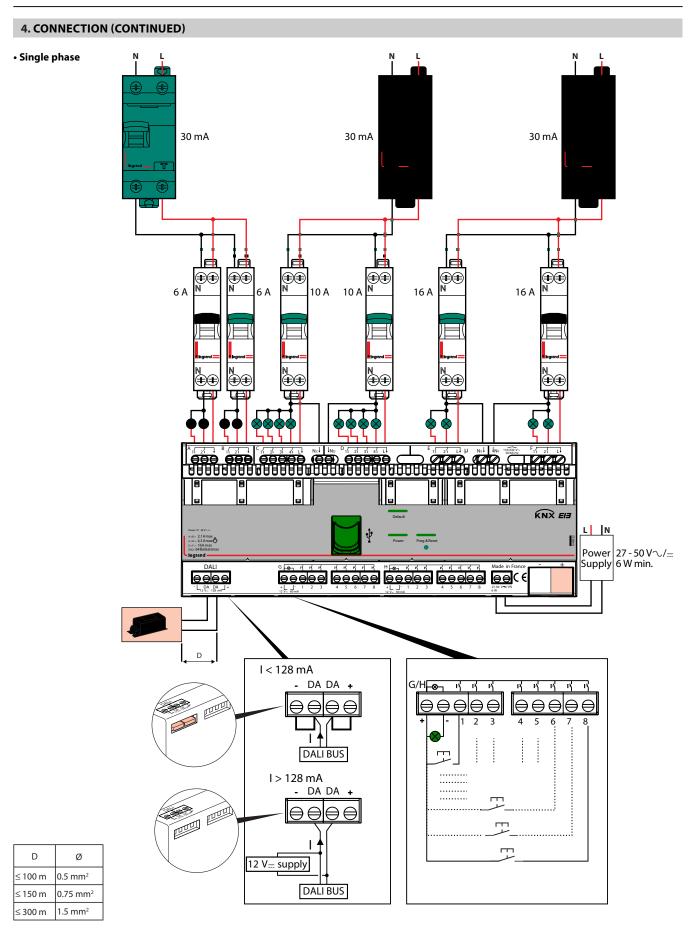
The device has 2 blocks each one having power supply output ($12 V_{\pm}$) and 8 auxiliary inputs. Switches or pushbuttons can be connected to the inputs in order to send ON/OFF, dimming, shutter raising/lowering or scenario control commands, their settings can be configured using the ETS configuration software. The power supply enables the controls to have pilot lights (standby).

3. DIMENSIONS



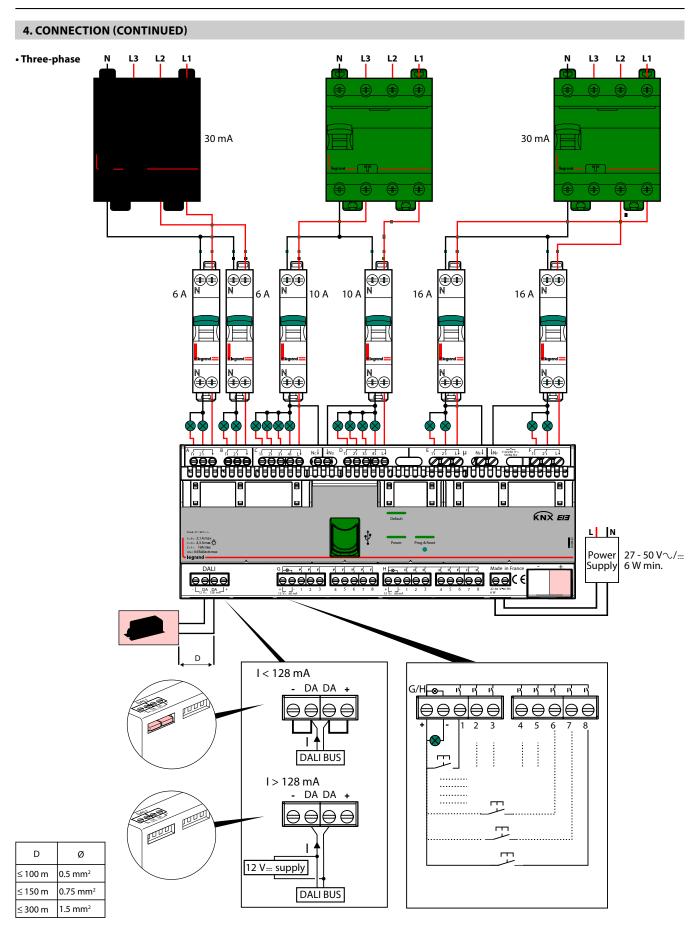
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The room controller has a 12 V - 128 mA power supply for the DALI output. With the jumpers connected, it can power the DALI BUS.

Created: 15/04/2014

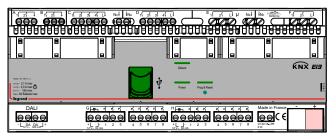


The room controller has a 12 V - 128 mA power supply for the DALI output. With the jumpers connected, it can power the DALI BUS.

Created: 15/04/2014

5. OPERATION

All device settings must be done using the ETS software tool (version 3f or later).



Power LED Power

- ON steady: an ETS application is programmed

- Flashing in 3-flash cycles: default settings (no ETS application programmed)
- Flashing in 1-flash cycles: the device is initialising
- OFF:

• USB not connected: the device is not powered by the external power supply.

• USB connected and device powered: the device is awaiting a software update

Default settings (without ETS configuration)

Outputs A and B are configured by default for roller blind operation (30 s time delay). Outputs C1 to F2 are configured by default for ON/OFF with no time delay. Inputs G1 to H8 are configured by default for switch operation.

The actions of the default settings are defined in the table below.

Inputs G2 G3 G4 G8 H1 H2 H4 H5 H6 H7 H8 G1 G5 G6 G7 H3 Outputs A1/A2 B1/B2 C1 C2 C3 C4 D1 D2 D3 D4 E1 E2 F1 F2 DALI DALI Action UP/ UP/ ON/ 100%/ 100%/ DOWN DOWN OFF OFF

6. STANDARDS AND APPROVALS

Conforme: CE

- Product standards: IEC 60669-2-1
- Environmental standards:
- EU directive 2002/96/EC: WEEE (Waste Electrical and
- WEEE (Waste Electrical and Electronic Equipment) - EU directive 2002/95/EC:
- EU directive 2002/95/EC:
- RoHS (Restriction of Hazardous Substances)
- Regulations: ERP (public buildings)
 - ERT (workplace buildings)
- IGH (high-rise buildings) • KNX certificate n° 11/11130/13

Note: All technical information is available at

www.legrandoc.com

"Fault" LED Default

- ON: indicates a fault. The device must be restarted by switching the power off and then back on.

-Flashing: the device is "busy". Do not switch off the power supply - OFF: no fault

Programming & Reset LED Prog & Reset

- OFF: the device is not in programming mode.
- Short press (less than 1 second):
- On steady: the device is in programming mode and the KNX cable is correctly connected/powered
- Flashing (1 cycle of 3 flashes): the KNX cable is not correctly connected/ powered. The device is not in programming mode
- Short press (less than 1 second) + long press (10 seconds): restoration of default settings. All the LEDs flash during the reset phase

USB (do not use)

Reserved for firmware update by the manufacturer.

7. MAINTENANCE

Do not use acetone, tar-removing cleaning agents or trichloroethylene. Resistant to the following products: - Hexane (En 60669-1)

- Methylated spirit
- Soapy water
- Diluted ammonia
- Bleach diluted to 10%
- Window-cleaning products
- window cleaning product

Caution: Always test before using other special cleaning products.

8. COMMUNICATION OBJECTS

8.1 Inputs

Inputs can each be used as "Inputs, separately configurable" or as "Inputs, jointly configurable". According to this setting the available functions and objects change.

8.1.1 Use separately

Not used

Input is not usable, no accessible communication objects

| Switching | | | | | |
|--------------------|----------------|---|--|--|--|
| Usage | Use separately | | | | |
| G1 : Main function | Switching | • | | | |

The following objects are automatically inserted:

| | | | <i>c</i> . | |
|-------------|----------------------------------|-------------------------|-------------------------|------------|
| No. | Object name | Function | Size | Flags |
| 2 | Input G(,H)1 (2 \rightarrow 8) | Switching | 1.001 DPT_ | CWT |
| (9, 16, 23, | | | Switch | |
| 30, 37, 44, | | | | |
| 51, 58, 65, | | | | |
| 72, 79, 86, | | | | |
| 93, 100, | | | | |
| 107) | | | | |
| Switching | telegrams are sent via | the group add | ress linked wit | h this |
| object | v | | | |
| 3 | Input G(,H)1 (2 → 8) | Switching | 1.001 DPT_ | CW |
| (10, 17, | | Status | Switch | |
| 24, 31, 38, | | | | |
| 45, 52, 59, | | | | |
| 66, 73, 80, | | | | |
| 87, 94, | | | | |
| 101, 108) | | | | |
| Switching | states are received via | the group add | ress linked wit | h this |
| object. | | | | |
| They are o | nly visible if "Add statu | <u>is object" parar</u> | <u>neter value is s</u> | et to yes. |
| 4 | Input G(,H)1 (2 → 8) | Enable | 1.003 DPT_ | CW |
| (11, 18, | | | Enable | |
| 25, 32, 39, | | | | |
| 46, 53, 60, | | | | |
| 67, 74, 81, | | | | |
| 88, 95, | | | | |
| 102, 109 | | | | |
| Enable tele | egrams are received vi | a the group ad | dress linked wi | th this |
| object. The | ey are used to lock (dis | able) or unlock | (enable) the c | orres- |
| ponding ir | iput. | | | |
| They are o | nly visible if "Add enabl | e object" paran | neter value is se | et to yes. |
| | | | | |
| • Switch | | | | |
| Usage | [| Use separately | | |

| Usage | Use separately | • |
|--|-----------------------|----|
| G1 : Main function | Switching | • |
| Function | Switch | • |
| Switching value when contact is closed | On | |
| Switching value when contact is opened | Off | • |
| Add Status Object | No | •] |
| Contact type | Normally open contact | • |
| Add enable object | No | |

This function is used, for binary inputs to which a switch button is attached, to send a switching telegram (ON, OFF or TOGGLE) as a reaction to a rising and / or falling signal edge at this input. Each time the push button is pressed and / or released resp. the contact is closed and / or opened a telegram is sent, i.e. this function can be used e.g. to implement the behavior of a bell switch.

| Parameters | Setting | | | | |
|--|--------------------------------|--|--|--|--|
| Switching value when contact is closed | No reaction | | | | |
| 5 | On | | | | |
| | Off | | | | |
| | Toggle | | | | |
| Here an adjustment is made to define which | | | | | |
| into the storage cell of the communication | | | | | |
| rising edge in the signal status at the chan | | | | | |
| corresponds to a change in the signal statu | 55 | | | | |
| "0" to "1". | | | | | |
| "No reaction": An edge change at the inpu | t does not change the object | | | | |
| value and also does not send a telegram. | 5 , | | | | |
| "On": In the event of a rising edge the swite | ching value "ON" (binary | | | | |
| value, "1") is transferred into the communi | | | | | |
| "Off": In the event of a rising edge the swit | | | | | |
| value,"0") is transferred into the communic | ation object and sent. | | | | |
| "Toggle": In the event of a rising edge, the | switching value stored in | | | | |
| the communication object is inverted and | | | | | |
| Switching value when contact is | No reaction | | | | |
| opened | On | | | | |
| | Off | | | | |
| | Toggle | | | | |
| Here an adjustment is made to define which | ch switching value is written | | | | |
| into the storage cell of the communicatior | | | | | |
| falling edge in the signal status at the char | nnel (input). The falling edge | | | | |
| corresponds to a change in the signal statu | us at the input from logical | | | | |
| "1" to "0". | | | | | |
| "No reaction": An edge change at the inpu | t does not change the object | | | | |
| value and also does not send a telegram. | | | | | |
| "On": In the event of a rising edge the swite | ching value "ON" (binary | | | | |
| value, "1") is transferred into the communi | cation object and sent. | | | | |
| "Off": In the event of a rising edge the swit | ching value "OFF" (binary | | | | |
| value,"0") is transferred into the communic | ation object and sent. | | | | |
| "Toggle": In the event of a rising edge, the | switching value stored in | | | | |
| the communication object is inverted and | the new value is sent. | | | | |
| Add status object | Yes / No | | | | |
| The parameter determines if an additional | communication object (sta- | | | | |
| tus) shall be used to perform toggle functi | | | | | |
| Contact type | Normally open contact | | | | |
| | Normally closed contact | | | | |
| The contact type of the input connected to | o the channel is adjusted | | | | |
| here. | | | | | |
| "Normally open contact": the contact of the | ne input is active when | | | | |
| closed, inactive when opened. | | | | | |
| "Normally closed contact": the contact of t | the input is active when | | | | |
| opened, inactive when closed. | 1 | | | | |
| Add enable object | Yes / No | | | | |
| The parameter determines if the input can | | | | | |
| Enable object or not. If an input is blocked (Enable value = 1) the status | | | | | |
| changes at this input are not transmitted. | | | | | |
| changes at this input are not transmitted. | | | | | |

| Usage | Use separately | - • |
|-----------------------|-----------------------|-----|
| G1 : Main function | Switching | * |
| Function | Push | • |
| Short push reaction | Toggle | |
| Long push reaction | No reaction | • |
| Long push action min. | 2 seconds | - • |
| Add Status Object | No | |
| Contact type | Normally open contact | 3 |
| Add enable object | Na | • |

This function is used, for binary inputs to which a push button is attached, to send a switching telegram (ON, OFF or TOGGLE) as a reaction to a short or long push button action, i.e. this function can be used e.g. to recall a scene.

| Parameters | Setting |
|---------------------|-------------|
| Short push reaction | No reaction |
| _ | On |
| | Off |
| | Toggle |

Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after short pressing of the push attached to the input.

"<u>No reaction</u>": A short push button action does not change the object value and also does not send a telegram.

"<u>On</u>": After a short push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.

"<u>Off</u>": After a short push, the switching value "OFF" (binary value,"0") is transferred into the communication object and sent.

"<u>Toggle</u>": After a short push, the switching value stored in the commu-

| inication object is inverted and the new value is sent. | | | | |
|---|--------------------|-------------|--|--|
| | Long push reaction | No reaction | | |
| | | On | | |
| | | Off | | |

Toggle Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after long pressing the push button attached to the input.

"<u>No reaction</u>": A long push does not change the object value and also does not lead to the sending of a telegram.

"On": After a long push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.

"<u>Off</u>": After a long push, the switching value "OFF" (binary value,"0") is transferred into the communication object and sent.

"<u>Toggle</u>": After a long push, the switching value stored in the commu-

| nication object is inverted and the new value is sent. | | |
|---|-----------------------------|--|
| Long push action min. | 0.5 second | |
| | 1 second | |
| | 2 seconds | |
| | 3 seconds | |
| | 4 seconds | |
| | 5 seconds | |
| | 10 seconds | |
| This parameter determines the minimum | period for detecting a long | |
| push. | | |
| Add status object | Yes / No | |
| The parameter determines if an additiona | communication object (sta- | |
| tus) shall be used to perform toggle funct | ionality or other purposes. | |
| Contact type | Normally open contact | |
| | Normally closed contact | |
| The contact type of the input attached to the channel is adjusted here. | | |
| "Normally open contact": the contact of the | ne input is active when | |
| | | |

closed, inactive when opened. <u>"Normally closed contact</u>": the contact of the input is active when

opened, inactive when closed.

 Add enable object
 Yes / No

 The parameter determines if the input can be blocked via an additional

 Enable object or not. If an input is blocked (Enable value = 0) the status

 changes at this input are not transmitted.

Shutter 1-input

| No. | Object name | Function | Size | Flags |
|-------------|----------------------------------|-----------------|-------------------|-----------|
| 2 | Input G(,H)1 (2 \rightarrow 8) | Shutter Up/ | 1.008 DPT_ | CWT |
| (9, 16, 23, | | Down | UpDown | |
| 30, 37, 44, | | | - | |
| 51, 58, 65, | | | | |
| 72, 79, 86, | | | | |
| 93, 100, | | | | |
| 107) | | | | |
| | ment commands Up/D | | | linked |
| with this o | bject in order to raise/ | 1 | | |
| 8 | Input G(,H)1 (2 → 8) | Shutter Stop | 1.009 DPT_ | CWT |
| (15, 22, | | - slats | OpenClose | |
| 29, 36, 43, | | | | |
| 50, 57, 64, | | | | |
| 71, 78, 85, | | | | |
| 92, 99, | | | | |
| 106, 113) | | | | |
| | and "STOP" or "Slats O | PEN/CLOSE" are | e sent via the g | roup |
| | ked with this object. | 1 | | |
| 4 | Input G(,H)1 (2 \rightarrow 8) | Enable | 1.003 DPT_ | CW |
| (11, 18, | | | Enable | |
| 25, 32, 39, | | | | |
| 46, 53, 60, | | | | |
| 67, 74, 81, | | | | |
| 88, 95, | | | | |
| 102, 109) | <u> </u> | | <u> </u> | |
| | egrams are received via | 5 . | | |
| | ey are used to lock (disa | ible) or unlock | enable) the co | rrespon- |
| ding input | | | | |
| They are o | nly visible if "Add enabl | e object" paran | neter value is se | et to yes |

• Switch

| Usage | Use separately | • |
|--|-----------------------|---|
| G1 : Main function | Shutter 1-input | * |
| Function | Switch | ٠ |
| Switching value when contact is closed | Up | * |
| Switching value when contact is opened | Stop | Ť |
| Contact type | Normally open contact | • |
| Add enable object | No | * |

This function allows using just one swich for moving a shutter up or down and to stop its motion. To achieve this a distinction is made between closed and open contact action.

| Parameters | Setting |
|--|---|
| Switching value when contact | |
| | Up |
| | Down |
| | efine which movement command is |
| | e communication object and sent |
| 5 5 5 5 | ge corresponds to a change in the |
| signal status at the input from lo | 5 |
| | hange the object value and also does |
| not send a telegram. | |
| _ - | the command UP is transferred into |
| the communication object and s | vent. ve, the command DOWN is transferred |
| into the communication object a | |
| Switching value when contact | T T |
| opened | Stop |
| | lefine which switching movement |
| | rage cell of the communication object |
| | ne signal status at the channel (input). |
| | a change in the signal status at the |
| input from logical "1" to "0". | |
| | hange the object value and also does |
| not send a telegram. | - , |
| 5 | tive, the command stop is transferred |
| nto the communication object a | and sent. |
| Contact type | Normally open contact |
| | Normally closed contact |
| | ached to the channel is adjusted here. |
| " <u>Normally open contact</u> ": the cor | ntact of the input is active when |
| closed, inactive when opened. | |
| | ontact of the input is active when |
| opened, inactive when closed. | |
| Add enable object | Yes / No input can be blocked via an additional |
| Enable object or not If an input i | is blocked (Enable value = 0) the status |
| changes at this input are not trar | |
| enanges at this inpat are not that | isinited. |
| Push | |
| Usage | Use separately |
| | [|
| G1 : Main function | Shutter 1-input • |
| Function | Push |
| Short push reaction | Stop • |
| Long push reaction | Cyclical Up/Down |
| Long push release | No reaction |
| Long push button action min. | 2 seconds 🔹 |
| Contact type | Normally open contact |
| | |
| Add enable object This function allows using just one p | No. |
| | pening and closing of the slats. To achieve |

| Parameters | Setting |
|---|---|
| Short push reaction | No reaction |
| | Cyclical Up / Down + stop |
| | Up + stop |
| | Down + stop |
| | Cyclical Up / Down |
| | Stop |
| | Open slats |
| | Close slats |
| | Up |
| | Down |
| Here an adjustment is made to define whi written into the storage cell of the commu- after a short press the push button attach " <u>No reaction</u> ": action does not change the not send a telegram. Cyclical Up / Down + stop: each short push sequence command values into the comm Down, Stop, Up, Stop, Down, Stop, etc. Up + stop: each short push transfers the for values into the communication object: Up Down + stop: each short push transfers the mand values into the communication object. Cyclical Up / Down: each short push transfers the mand values into the communication object. Stop: a short push transfers into the comm command value ("1" or "0"). Open slats: a short push transfers into the stop (close slats) command value ("1"). Up: a short push transfers into the command (value "0"). | unication object and sent ed to the input. object value and also does h transfers the following hunication object: Up, Stop, ollowing sequence command , Stop, Up, Stop, etc. e following sequence com- ect: Up, Stop, Up, Stop, etc. fers the following sequence object: Up, Down, Up, Down, hunication object the stop communication object the communication object the |
| Down: a short push transfers into the com | munication object the Down |
| command (value "1"). Long push reaction | No reaction |
| | Up |
| | Down |
| | Cyclical Up/Down |
| | Stop |
| | Cyclical Open/Close slats |
| | Open slats |
| | Close slats |
| Here an adjustment is made to define whi | ch movement command is |
| written into the storage cell of the commu | |
| after long pressing the push button attach | |
| " <u>No reaction</u> ": action does not change the | object value and also does |
| not send a telegram. | |
| Up: a long push action transfers into the c command (value "0"). | ommunication object the Op |
| Down: a long push action send the Down | command (value "1") |
| Cyclical Up / Down: each push sends only | |
| tion depending on the previous value: Up | |
| Stop: a long push action sends the stop co | • • • |
| Cyclical Open /Close slats: on each long pu | |
| sent every 800ms as long as the contact is | |
| ding on the "Normally open/closed contac | t" parameters value). The |
| value transferred into the communication | |
| "Open" and "Close", depending on the pre | |
| Open slats: a long push action transfers in | |
| the stop (open slats) command (value "0") | |
| Close slats: a long push action transfers in | |
| the stop (close slats) command (value "1"). | • |

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8. COMMUNICATION OBJECTS (CONTINUED)

| Parameters | Setting |
|--|--------------------------------------|
| Long push release | No reaction |
| •• | Stop |
| Here an adjustment is made to defin | ne which value is written into the |
| storage cell of the communication of | |
| push button after a long press. | , 5 |
| | e the object value and also does not |
| send a telegram. | 2 |
| Stop: the stop command (value "1" of | or "0") is transferred into the com- |
| munication object and sent. | |
| Long push action min. | 0.5 second |
| •• | 1 second |
| | 2 seconds |
| | 3 seconds |
| | 4 seconds |
| | 5 seconds |
| | 10 seconds |
| This parameter determines the min | imum period for detecting a long |
| push. | |
| Add status object | Yes / No |
| The parameter determines if an add | |
| (status) shall be used to realize togo | le functionality or other purposes. |
| Contact type | Normally open contact |
| | Normally closed contact |
| The contact type of the input attach | ned to the channel is adjusted here. |
| "Normally open contact": the conta | ct of the input is active when |
| closed, inactive when opened. | |
| "Normally closed contact": the cont | act of the input is active when |
| opened, inactive when closed. | |
| Add enable object | Yes / No |
| The parameter determines if the ing | out can be blocked via an additional |

parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

8-bits scene control

| No. | Object name | Function | Size | Flags |
|-------------|----------------------------------|-----------------|------------------|------------|
| 5 | Input G(,H)1 (2 \rightarrow 8) | 8-bits scene | 17.001 | СТ |
| (12, 19, | | | DPT_Scene- | |
| 26, 33, 40, | | | Number | |
| 47, 54, 61, | | | | |
| 68, 75, 82, | | | | |
| 89, 96, | | | | |
| 103, 110) | | | | |
| The telegra | ams to recall the scene | e with the conf | igured number | |
| (between | 1 and 64) are sent via t | he group addr | ess link with th | is object. |
| 4 | Input G(,H)1 (2 → 8) | Enable | 1.003 DPT_ | CW |
| (11, 18, | | | Enable | |
| 25, 32, 39, | | | | |
| 46, 53, 60, | | | | |
| 67, 74, 81, | | | | |
| 88, 95, | | | | |
| 102, 109) | | | | |
| Enable tele | egrams are received vi | a the group ad | dress linked wi | th this |

object. They are used to lock (disable) or unlock (enable) the corresponding input.

They are only visible if "Add enable object" parameter value is set to yes.

| Usage | Use separately |
|----------------------------|----------------------|
| G1 : Main function | 8-bits scene control |
| Function | Switch |
| Scene num, on rising edge | 1 |
| Scene num. on falling edge | 1 |

Using one button, the scene with the configured number (between 1 and 64) can be recalled via a short push.

No

Normally open contact

If Scene number is set to the value "0", no scene is going to be recalled.

| Parameters | Setting | |
|--|--------------------------------|--|
| Scene num. on rising edge | 1 → 64 | |
| This parameters determines which scene (| between 1 and 64) is to be | |
| recalled on rising edge. | | |
| If value "0" is set, no scene is going to be re | ecalled | |
| Scene num. on falling edge | 1 → 64 | |
| This parameters determines which scene (| between 1 and 64) is to be | |
| recalled on falling edge | | |
| If value "0" is set, no scene is going to be re | called | |
| Contact type | Normally open contact | |
| | Normally closed contact | |
| The contact type of the input attached to the channel is adjusted here. | | |
| "Normally open contact": the contact of the | ne input is active when | |
| closed, inactive when opened. | | |
| "Normally closed contact": the contact of | the input is active when | |
| opened, inactive when closed. | | |
| Add enable object | Yes / No | |
| The parameter determines if the input car | n be blocked via an additional | |
| Enable object or not. If an input is blocked (Enable value = 0) the status | | |
| changes at this input are not transmitted. | | |

• Push

• Switch Usag

Scene Contact type

Add enable object

| Usage | Use separately 🗸 |
|---------------------------|-----------------------|
| G1 : Main function | 8-bits scene control |
| Function | Push |
| Scene num, on rising edge | 1 |
| Contact type | Normally open contact |
| Add enable object | No |

Using one button, the scene with the configured number (between 1 and 64) can be recalled via a short push. If Scene number is set to the value "0", no scene is going to be recalled.

| Parameters | Setting | |
|---|------------------------------------|--|
| Scene num. on rising edge | 1 → 64 | |
| This parameter determines which scene (between 1 and 64) is to be | | |
| recalled on rising edge. | | |
| If value "0" is set, no scene is going to | be recalled. | |
| Contact type | Normally open contact | |
| | Normally closed contact | |
| The contact type of the input attache | d to the channel is adjusted here. | |
| "Normally open contact": the contact | of the input is active when | |
| closed, inactive when opened. | | |
| "Normally closed contact": the contact | ct of the input is active when | |
| opened, inactive when closed. | | |

Add enable object

Yes / No The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

Priority

| No. | Object name | Function | Size | Flags |
|-------------|----------------------------------|-----------------|--------------------|--------|
| 5 | Input G(,H)1 (2 \rightarrow 8) | Override | 2.001 | СТ |
| (12, 19, | | 2bits | DPT_Switch_ | |
| 26, 33, 40, | | | Control | |
| 47, 54, 61, | | | | |
| 68, 75, 82, | | | | |
| 89, 96, | | | | |
| 103, 110) | | | | |
| The telegra | ams with the override | commands a | re sent via the ad | ddress |
| linked with | <u>this object in order to</u> | o raise/lower t | the solar protect | ion. |
| 4 | Input G(,H)1 (2 → 8) | Enable | 1.003 DPT_ | CW |
| (11, 18, | | | Enable | |
| 25, 32, 39, | | | | |
| 46, 53, 60, | | | | |
| 67, 74, 81, | | | | |
| 88, 95, | | | | |
| 102, 109 | | | | |
| Enable tele | egrams are received via | the group ad | dress linked with | n this |

object. They are used to lock (disable) or unlock (enable) the corresponding input.

They are only visible if "Add enable object" parameter value is set to yes.

| Value | Behaviour |
|-------|--------------------------|
| 00b | Low Priority, Off-State |
| 01b | Low Priority, On-State |
| 10b | High Priority, Off-State |
| 11b | High Priority, On-State |

• Switch

| Usage | Use separately | • |
|------------------------------|-----------------------|---|
| G1 : Main function | Priority | * |
| Function | Switch | • |
| Value when contact is closed | Priority High / On | |
| Value when contact is opened | Priority High / Off | * |
| Contact type | Normally open contact | • |
| Add enable object | No | • |

This function is used for inputs with a switch to send a priority telegram, the contact is closed or opened, a telegram is sent.

| Priority High / On Priority High / Off Priority Low / On Priority Low / Off h value is written into the nd sent after a rising edge he rising edge corresponds from logical "0" to "1". Priority High / On Priority High / Off Priority Low / On | | | |
|--|--|--|--|
| Priority Low / On Priority Low / Off h value is written into the nd sent after a rising edge he rising edge corresponds from logical "0" to "1". Priority High / On Priority High / Off | | | |
| Priority Low / Off h value is written into the nd sent after a rising edge he rising edge corresponds from logical "0" to "1". Priority High / On Priority High / Off | | | |
| h value is written into the nd sent after a rising edge he rising edge corresponds from logical "0" to "1". Priority High / On Priority High / Off | | | |
| nd sent after a rising edge he rising edge corresponds from logical "0" to "1". Priority High / On Priority High / Off | | | |
| he rising edge corresponds <u>from logical "0" to "1".</u> Priority High / On Priority High / Off | | | |
| <u>from logical "0" to "1".</u> Priority High / On Priority High / Off | | | |
| Priority High / On Priority High / Off | | | |
| , , | | | |
| Priority I ow / On | | | |
| | | | |
| Priority Low / Off | | | |
| h value is written into the | | | |
| nd sent after a falling edge | | | |
| he falling edge corresponds | | | |
| from logical "1" to "0". | | | |
| Normally open contact | | | |
| Normally closed contact | | | |
| The contact type of the input attached to the channel is adjusted here. | | | |
| e input is active when | | | |
| | | | |

closed, inactive when opened. "Normally closed contact": the contact of the input is active when opened, inactive when closed.

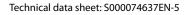
| Add enable of | oject |
|---------------|-------|
|---------------|-------|

Yes / No The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted

| • | Push |
|---|------|
|---|------|

| Jsage | Use separately | • |
|----------------------|-----------------------|---|
| 51 : Main function | Priority | • |
| unction | Push | • |
| Short push reaction | Priority High / On | • |
| ong push reaction | Priority High / Off | • |
| ong push action min. | 2 seconds | • |
| Contact type | Normally open contact | • |
| Add enable object | No | • |
| | | |

This function is used for inputs with a push button to send a priority telegram, the push is short or long, a telegram is sent.



| Parameters | Setting | | | |
|--|------------------------------------|--|--|--|
| Short push reaction | Priority High / On | | | |
| | Priority High / Off | | | |
| | Priority Low / On | | | |
| | Priority Low / Off | | | |
| Here an adjustment is made to defir | ne which positive drive value is | | | |
| written into the storage cell of the c | ommunication object and sent | | | |
| after short pressing the push buttor | attached to the input. | | | |
| Long push reaction | Priority High / On | | | |
| | Priority High / Off | | | |
| | Priority Low / On | | | |
| | Priority Low / Off | | | |
| Here an adjustment is made to defir | ne which value is written into the | | | |
| storage cell of the communication c | bject and sent after long pressing | | | |
| the push button attached to the inp | out. | | | |
| Long push action min. | 0.5 second | | | |
| | 1 second | | | |
| | 2 seconds | | | |
| | 3 seconds | | | |
| | 4 seconds | | | |
| | 5 seconds | | | |
| | 10 seconds | | | |
| This parameter determines the mini | mum period for detecting a long | | | |
| push. | | | | |
| Contact type | Normally open contact | | | |
| | Normally closed contact | | | |
| The contact type of the input attach | | | | |
| "Normally open contact": the contact | ct of the input is active when | | | |
| closed, inactive when opened. | | | | |
| "Normally closed contact": the contact | act of the input is active when | | | |
| opened, inactive when closed. | l. | | | |
| Add enable object | Yes / No | | | |
| The parameter determines if the input can be blocked via an additional | | | | |

The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

Counting

| Usage | Use separately | • |
|----------------------------|-----------------------|---|
| G1 : Main function | Counting | • |
| Minimum value | 0 | |
| Maximum value | 255 | |
| Increment / Decrement | Increment | * |
| Add "Reset counter" Object | No | |
| Contact type | Normally open contact | * |
| Add enable object | No | • |

| No. | Object name | Functior | . | Size | Flags |
|---|--|-------------------|------------------------|---------------------|-------------|
| 5 | Input G(,H)1 (2 \rightarrow 8) | Counting | | 5.010 | CT |
| (12, 19, | | | 2 | DPT_Va- | |
| 26, 33, 40, | | | | lue_1_ | |
| 47, 54, 61, | | | | Ucount | |
| 68, 75, 82, | | | | ocount | |
| 89, 96, | | | | | |
| 103, 110) | | | | | |
| | ams with the counter v | l I alua ara d | onty | ia tha group a | drocc |
| | n this object. | alue ale s | ent v | la the group at | Juless |
| 3 | | Reset | | 1.015 | CW |
| (10, 17, | | Counter | | DPT_Reset | |
| 24, 31, 38, | | counter | | Di l'_neset | |
| 45, 52, 59, | | | | | |
| 66, 73, 80, | | | | | |
| 87, 94, | | | | | |
| 101, 108) | | | | | |
| | m linked with this obje | ct is rocoix | od t | l han tha counta | r valuo is |
| | e minimum value set by | | | | |
| 4 | | Enable | | 1.003 DPT | CW |
| (11, 18, | | Lindbic | | Enable | |
| 25, 32, 39, | | | | Lindbie | |
| 46, 53, 60, | | | | | |
| 67, 74, 81, | | | | | |
| 88, 95, | | | | | |
| 102, 109) | | | | | |
| | egrams are received via | the arour | hhs c | ress linked with | this |
| | ey are used to lock (disa | | | | |
| ding input | | ore, or an | ioen | | respon |
| | nly visible if "Add enabl | e object" i | oaran | neter value is se | et to yes. |
| - | | | - | | |
| Paramete | | | Sett | | |
| Minimum | | | | 255, 0 | • •- |
| | nent is made via this p | | tode | inne which mir | iimum is |
| | um possible counter v | | | | |
| | decrement" value of "li | | | | eter, the |
| | ter value is set to the m | | | | |
| Maximum | | | | 255, 255 | |
| | nent is made via this p | | | inne the maxin | lum |
| | ne maximum possible o 'increment" value of "Ir | | | mont" parama | tor the |
| | ter value is set the min | | | ement parame | ter, the |
| | t / Decrement | | 1 | ement | |
| incremen | () Decrement | | Increment Decrement | | |
| Here an ac | ljustment is made to d | efine if th | | | incre- |
| | ecremented by 1 after | | | | incre |
| | et counter" Object | | Yes / | | |
| This param | neter determines if the | | | | ole or not |
| Contact ty | | | | mally open co | |
| , | /F - | | | nally closed co | |
| The contact type of the input attached to the channel is adjusted here. | | | | | |
| " <u>Normally open contact</u> ": the contact of the input is active when | | | | | |
| | ctive when opened. | | | | |
| | closed contact": the co | ontact of t | he in | put is active w | hen |
| opened, inactive when closed. | | | | | |
| Add enab | | | Yes / | ′ No | |
| | | | - | | -I -I *** I |
| | leter determines if the | input can | be b | IOCKEU VIA ALLA | idditional |
| | eter determines if the ject or not. If an input i | | | | |

Dimming

| 1000 | Do 54 | |
|-------------------------------|-----------------------|---|
| Usage | Use separately | • |
| G1 : Main function | Dimming | • |
| Switching value on short push | Toggle | ÷ |
| Switching value on long push | On | |
| Dimming value on long push | Dim +/- | • |
| Dimming value on release push | Stop | • |
| Long push button action min. | 2 seconds | |
| Add Status Object | No | Ť |
| Contact type | Normally open contact | |
| Add enable object | No | • |

| No. | Object name | Function | Size | Flags | |
|--|--------------------------|----------------|------------------|--------|--|
| 2 | Input G(,H)1 (2 → 8) | Switching | 1.001 DPT_ | CWT | |
| (9, 16, 23, | | | Switch | | |
| 30, 37, 44, | | | | | |
| 51, 58, 65, | | | | | |
| 72, 79, 86, | | | | | |
| 93, 100, | | | | | |
| 107) | | | | | |
| Switching | telegrams are sent via | the group add | lress linked wit | h this | |
| object. | | | | | |
| In the proc | ess, a short push butt | on an ON, OFF | or TOGGLE tele | gram. | |
| 6 | Input G(,H)1 (2 → 8) | Dimming | 3.007 DPT_ | СТ | |
| (13, 20, | | | Control_ | | |
| 27, 34, 41, | | | Dimming | | |
| 48, 55, 62, | | | | | |
| 69, 76, 83, | | | | | |
| 90, 97, | | | | | |
| 104, 111) | | | | | |
| The dimming telegrams are sent to the dimming actuator via the group | | | | | |
| address lin | ked with this obiect. In | the process, a | lona push prod | luces | |

a "100% dimming" telegram. A stop command is sent when the push button is released if "Dimming value on release push" is set to "stop".

| 7 | Input G(,H)1 (2 → 8) | Value Status | 5.001 DPT_ | CW |
|-------------|----------------------|--------------|------------|----|
| (14, 21, | | | Scaling | |
| 28, 35, 42, | | | | |
| 49, 56, | | | | |
| 63, 70, 77, | | | | |
| 84, 91, 98, | | | | |
| 105, 112) | | | | |
| | | | | |

The dimming status telegrams are received from the dimming actuator via the group address linked with this object. This object is only visible when the parameter "Add status object" is set to "yes".

If Dimming value on long push is set to Dim+/-:

If the dimming actuator is at a dimming value between 1 and 99%, the dimming direction last enabled is inverted and then dimmed in the new direction. This allow several operation locations to synchronize and to always invert the last applied dimming direction. Note:

If this object is not linked with a group address or the last dimming status has not been received when the push button is pressed, the dimming direction is inverted when Dimming value on long push is set to Dim+/-.

| No. | Object name | Function | | Size | Flags | |
|--|--|-------------|---------|-------------------|-----------------|--|
| 4 | | Enable | | 1.003 DPT | CW | |
| | Input G(,H)1 (2 \rightarrow 8) | LIIADIE | | _ | CW | |
| (11, 18, | | | | Enable | | |
| 25, 32, 39, | | | | | | |
| 46, 53, | | | | | | |
| 60, 67, 74, | | | | | | |
| 81, 88, 95, | | | | | | |
| 102, 109) | | | | | | |
| Enable tele | egrams are received via | the group | o add | ress linked with | ו this | |
| object. The | ey are used to lock (disa | ble) or un | lock (| enable) the co | respon- | |
| ding input | | | | | | |
| They are o | nly visible if "Add enabl | e object″ p | baran | neter value is se | et to "Yes". | |
| | | | | | | |
| Paramete | rc | | Sett | ina | | |
| | value on short push | | | eaction | | |
| Switching | value on short push | | On | eaction | | |
| | | | | | | |
| | | | Off | | | |
| | | <u> </u> | Toge | | • | |
| | ljustment is made to d | | | | | |
| | orage cell of the comm | | | | er short | |
| | ne push button attache | | | | | |
| | on": A short push does | not chang | ge th | e object value | and also | |
| | end a telegram. | | | | | |
| " <u>On</u> ": After | short push, the switch | ning value | "ON' | ' (binary value, | "1") is | |
| transferred | d into the communicat | ion object | t and | sent. | | |
| "Off": After | r short push, the switcl | hing value | e"OFF | " (binary value | e "0") is | |
| transferred | d into the communicat | ion object | t and | sent. | | |
| "Toggle": A | After short push, the sv | vitching v | alue | stored in the co | ommuni- | |
| | ect is inverted and the | | | | | |
| | value on long push | | | eaction | | |
| Johns | ruide on long publi | | On | cuccion | | |
| Here an ad | liustment is made to d | efine whic | | itching value i | s written | |
| | Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after long | | | | | |
| | ne push button attache | | | | criticity | |
| | on": A short push does | | | | and also | |
| | end a telegram. | not chang | ye un | e object value | | |
| | 5 | | "ON | | #1 <i>"</i>):- | |
| | short push, the switch | | | | 1)15 | |
| | <u>l into the communicat</u> | ion object | | | | |
| Dimming | value on long push | | Dim | - | | |
| | | | Dim | | | |
| | | | Dim | | | |
| | | | | eaction | | |
| | ljustment is made to d | | | | | |
| | orage cell of the comm | | | | er long | |
| | ne push button attache | | | | | |
| "No reaction | on": A long push does i | not chang | e the | object value a | ind also | |
| does not s | end a telegram. | | | | | |
| " <u>Dim+/-</u> ": / | After long push, the di | mming va | lue st | tored in the co | mmuni- | |
| cation obje | ect is inverted and the | new value | e is se | ent. | | |
| " <u>Dim +</u> ": A | fter short push, the di | mming va | lue "I | ncrease 100%" | is trans- | |
| | the communication o | - | | | | |
| | ter short push, the dim | | | | is trans- | |
| | the communication o | | | | | |
| | value on push release | | | eaction | | |
| y | | - | Stop | | | |
| Here an ad | ljustment is made to d | efine whic | | | written | |
| | orage cell of the comm | | | | | |
| | h button after a long p | | | | | |
| | on": A long push does i | | e the | obiect value a | ind also | |
| | end a telegram. | | 2 110 | | | |
| | " <u>Stop</u> ": When the push button is released after a long push, the dim- | | | | | |
| <u>Stop</u> : when the push button is released after a long push, the dim- | | | | | | |

ming value "Stop" is transferred into the communication object and sent.

| Parameters | Setting |
|---|-------------------------------|
| Long push action min. | 0.5 second |
| | 1 second |
| | 2 seconds |
| | 3 seconds |
| | 4 seconds |
| | 5 seconds |
| | 10 seconds |
| This parameter determines the minimum | period for detecting a long |
| push. | |
| Add status object | Yes / No |
| The parameter determines if an additional | communication object (sta- |
| tus) shall be used to perform toggle functi | onality or other purposes. |
| Contact type | Normally open contact |
| | Normally closed contact |
| The contact type of the input attached to | the channel is adjusted here. |
| "Normally open contact": the contact of th | e input is active when |
| closed, inactive when opened. | |
| "Normally closed contract", the contract of | مرجعات ومنافعهم والغرب وما |

"Normally closed contact": the contact of the input is active when opened, inactive when closed.

Add enable object

The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

Yes / No

1 x 1 unsigned byte

| Usage | Use separately | • |
|--------------------------|-----------------------|---|
| G1 : Main function | 1 x 1 unsigned byte | |
| Byte value on short push | 1 | 8 |
| Contact type | Normally open contact | • |
| Add enable object | No | |

| No. | Object name | Function | Size | Flags |
|-------------|----------------------------------|------------------|---------------|---------|
| 5 | Input G(,H)1 (2 \rightarrow 8) | Unsigned | 5.010 | СТ |
| (12, 19, | | Value | DPT_ | |
| 26, 33, 40, | | | Value_1_ | |
| 47, 54, 61, | | | Ucount | |
| 68, 75, 82, | | | | |
| 89, 96, | | | | |
| 103, 110) | | | | |
| The telegra | ams with the unsigned | l value are sent | via the group | address |
| linked with | n this object. | | | |
| 4 | Input G(,H)1 (2 → 8) | Enable | 1.003 DPT_ | CW |
| (11, 18, | | | Enable | |
| 25, 32, 39, | | | | |
| 46, 53, 60, | | | | |
| 67, 74, 81, | | | | |
| 88 05 | | | | |

88, 95, 102, 109)

Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding input.

They are only visible if "Add enable object" parameter value is set to yes.

| Parameters | Setting | |
|--|---|--|
| Byte value when contact is closed | 0 → 255, 1 | |
| Here an adjustment is made to define whi written into the storage cell of the commu after a rising edge in the signal status at th edge corresponds to a change in the signa logical "0" to "1". | unication object and sent ne channel (input). The rising | |
| Contact type | Normally open contact | |
| | Normally closed contact | |
| The contact type of the input attached to the channel is adjusted here. " <u>Normally open contact</u> ": the contact of the input is active when closed, inactive when opened. | | |
| "Normally closed contact": the contact of the input is active when | | |

'Normally closed contact": the contact of the input is active when opened, inactive when closed. Yes / No

Add enable object

The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

2 x 1 unsigned byte

| No. | Object name | Function | Size | Flags |
|-------------|-----------------------|------------------|-----------------|---------|
| 5 | Input G(,H)1 (2 → 8) | Unsigned | 5.010 | СТ |
| (12, 19, | - | Value | DPT_Va- | |
| 26, 33, 40, | | | lue_1_ | |
| 47, 54, 61, | | | Ucount | |
| 68, 75, 82, | | | | |
| 89, 96, | | | | |
| 103, 110) | | | | |
| The telegra | ams with the unsigned | l value are sent | t via the group | address |
| linked with | this object | | | |
| 4 | Input G(,H)1 (2 → 8) | Enable | 1.003 DPT_ | CW |
| (11, 18, | | | Enable | |
| 25, 32, 39, | | | | |
| 46, 53, 60, | | | | |
| 67, 74, 81, | | | | |
| 88, 95, | | | | |
| 102, 109) | | | | |

Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding input.

They are only visible if "Add status object" parameter value is set to yes.

• Switch

| Usage | Use separately | • |
|-----------------------------------|-----------------------|---|
| G1 : Main function | 2 x 1 unsigned byte | • |
| Function | Switch | |
| Byte value when contact is closed | 1 | |
| Byte value when contact is opened | 0 | |
| Contact type | Normally open contact | * |
| Add enable object | No | • |

This function is used for inputs with a switch to send a byte value telegram, the contact is closed or opened, a telegram is sent.

| Parameters | | Setting |
|--------------------------------|------------------|---------------------------------|
| Byte value when contact i | is closed | 0 → 255, 1 |
| Here an adjustment is mad | e to define whi | ch unsigned unsigned 8-bit |
| value is written into the sto | rage cell of the | communication object and |
| sent after a rising edge in tl | he signal status | at the channel (input). The |
| rising edge corresponds to | a change in the | e signal status at the input |
| from logical "0" to "1". | - | |
| Byte value when contact i | is opened | 0 → 255, 0 |
| Here an adjustment is mad | e to define whi | ch unsigned 8-bit value is |
| written into the storage cel | l of the commu | inication object and sent |
| after a falling edge in the si | gnal status at t | he channel (input). The |
| falling edge corresponds to | a change in th | e signal status at the input |
| from logical "1" to "0". | | |
| Contact type | | Normally open contact |
| | | Normally closed contact |
| The contact type of the inp | ut attached to | the channel is adjusted here. |
| "Normally open contact": tl | he contact of th | ne input is active when |
| closed, inactive when open | ied. | |
| "Normally closed contact": | the contact of t | the input is active when |
| opened, inactive when clos | sed. | |
| Add enable object | | Yes / No |
| | • | n be blocked via an additional |
| Enable object or not. If an i | nput is blocked | l (Enable value = 0) the status |
| changes at this input are no | ot transmitted. | |
| • Push | | |
| Usage | Use separately | |
| G1 : Main function | 2 x 1 unsigned | byte 🔹 |
| Function | Push | • |
| Byte value on short push | 1 | |
| Byte value on long push | 0 | |
| Long push action min. | 2 seconds | |
| Contact type | Normally open | contact 🔹 |

Add enable object

No This function is used for inputs with a push button to send a byte value telegram, the push is short or long, a telegram is sent.

| Parameters | Setting |
|--|-------------------------------|
| Byte value on short push | 0 → 255, 1 |
| Here an adjustment is made to define w | hich unsigned 8-bit value is |
| written into the storage cell of the com | munication object and sent |
| after short pressing the push button att | ached to the input. |
| Byte value on long push | 0 → 255, 0 |
| Here an adjustment is made to define w | hich unsigned 8-bit value is |
| written into the storage cell of the com | munication object and sent |
| after long pressing the push button atta | ached to the input. |
| Long push action min. | 0.5 second |
| | 1 second |
| | 2 seconds |
| | 3 seconds |
| | 4 seconds |
| | 5 seconds |
| | 10 seconds |
| This parameter determines the minimu push. | m period for detecting a long |
| Contact type | Normally open contact |
| | Normally closed contact |
| The contact type of the input attached " " <u>Normally open contact</u> ": the contact or | |
| closed, inactive when opened. | |
| "Normally closed contact": the contact | of the input is active when |
| opened, inactive when closed. | |
| | |

| Parameters | Setting |
|--|----------------------------------|
| Add enable object | Yes / No |
| The parameter determines if the input can | be blocked via an additional |
| Enable object or not. If an input is blocked | (Enable value $= 0$) the status |
| changes at this input are not transmitted. | |

8.1.2 Use Jointy

Dimming

| Usage | Use jointly | |
|------------------------------------|-----------------------|-----|
| G1+G2 : Main function | Dimming | - • |
| G1 : Switching value on short push | (On | •] |
| G1 : Switching value on long push | On. | , |
| G1 : Dimming value on long push | Dim+ | • |
| G1 : Dimming value on release push | Stop | - |
| G1 : Long push button action min. | 2 seconds | • |
| | | |
| G2 : Switching value on short push | Off | • |
| G2 : Switching value on long push | No reaction | • |
| G2 : Dimming value on long push | Dim+ | • |
| G2 : Dimming value on release push | Stop | • |
| G2 : Long push button action min. | 2 seconds | • |
| | ~ | |
| Add Status Object | No | * |
| | | |
| Contact type | Normally open contact | ٢ |
| Add enable object | No | • |

| No. | Object name | Function | Size | Flags |
|----------------------|--|-------------------|-------------------|---------|
| 2 | Input G(,H)1 (3 → 7)+ | Switching | 1.001 DPT_ | CWT |
| (16, 30, | $G(H)_2 (4 \rightarrow 8),$ | _ | Switch | |
| 44, 58, 72, | | | | |
| 86, 100) | | | | |
| Switching object. | telegrams are sent via | the group add | Iress linked with | n this |
| 6 | Input G(,H)1 (3 → 7)+ | Dimming | 3.007 DPT_ | СТ |
| (20, 34, | G(,H)2 (4 → 8) | _ | Control_Dim- | |
| 48, 62, 76, | | | ming | |
| 90, 104) | | | | |
| Dimming t | elegrams are sent via t | he group addre | ess linked with t | his |
| object. | | | | |
| 7 | Input G(,H)1 (3 → 7)+ | Value Status | 5.001 DPT_ | CW |
| (21, 35, | G(,H)2 (4 → 8) | | Scaling | |
| 49, 63, 77, | | | | |
| 91, 105) | | | | |
| The dimm | ing status telegrams are | e received from | n the dimming a | ctuato |
| via the gro | up address linked with | this object. Th | is object is only | visible |
| when the | parameter "Add status o | pbject" is set to | "yes". | |
| 4 | Input G(,H)1 (3 → 7)+ | Enable | 1.003 DPT_ | CW |
| (18, 32, | G(,H)2 (4 → 8) | | Enable | |
| 46, 60, 74, | | | | |
| 88, 102) | | | | |
| | | the group add | lress linked with | n this |
| | egrams are received via | the group auc | | |
| Enable tele | egrams are received via ey are used to lock (disa | 5 . | | respon |
| Enable tele | ey are used to lock (disa | 5 . | | respon |

.

| Parameters | Setting | Parameters | Setting | |
|--|--------------------------------|---|---|--|
| Xn - Switching value on short push | No reaction | Xn+1 - Switching value on short push | No reaction | |
| | On | | On | |
| | Off | | Off | |
| | Toggle | | Toggle | |
| Here an adjustment is made to define wh | | Here an adjustment is made to define wh | | |
| nto the storage cell of the communication | on object and sent after short | into the storage cell of the communication | n object and sent after shor | |
| pressing of the push button attached to t | the input. | pressing of the push button attached to t | he input. | |
| "No reaction": A short push does not cha | nge the object value and also | "No reaction": A short push does not char | nge the object value and als | |
| does not send a telegram. | | does not send a telegram. | | |
| " <u>On</u> ": After short push, the switching valu | ie "ON" (binary value, "1") is | " <u>On</u> ": After short push, the switching value "ON" (binary value, "1") is | | |
| transferred into the communication obje | ct and sent. | transferred into the communication obje | ct and sent. | |
| " <u>Off</u> ": After short push, the switching valu | ue "OFF" (binary value "0") is | "Off": After short push, the switching valu | e "OFF" (binary value "0") is | |
| transferred into the communication obje | | transferred into the communication obje | | |
| " <u>Toggle</u> ": After short push, the switching | | "Toggle": After short push, the switching | | |
| cation object is inverted and the new val | ue is sent. | cation object is inverted and the new value | ue is sent. | |
| Xn - Switching value on long push | No reaction | Xn+1 - Switching value on long push | No reaction | |
| | On | | On | |
| Here an adjustment is made to define wh | | Here an adjustment is made to define wh | | |
| into the storage cell of the communication | | into the storage cell of the communication | | |
| pressing of the push button attached to t | | pressing of the push button attached to t | | |
| " <u>No reaction</u> ": A long push does not char | ge the object value and also | "No reaction": A long push does not chan | ge the object value and also | |
| does not send a telegram. | | does not send a telegram. | | |
| " <u>On</u> ": A long push, the switching value "C | | " <u>On</u> ": A long push, the switching value "O | | |
| ferred into the communication object an | | ferred into the communication object and | | |
| Xn - Dimming value on long push | Dim + | Xn+1 - Dimming value on long push | Dim + / Dim – | |
| | Dim – | | No reaction | |
| | No reaction | Here an adjustment is made to define wh | | |
| Here an adjustment is made to define wh | ich dimming value is written | into the storage cell of the communication | n object and sent after long | |
| into the storage cell of the communication | | pressing the push button attached to the | | |
| pressing the push button attached to the | | " <u>No reaction</u> ": A long push does not chan | ge the object value and also | |
| "No reaction": A long push does not char | ige the object value and also | does not send a telegram. | | |
| does not send a telegram. | | " <u>Dim +</u> " After short push, the dimming va | lue "Increase 100%" is trans- | |
| "Dim +" After short push, the dimming va | lue "Increase 100%" is trans- | ferred into the communication object and | d sent. | |
| ferred into the communication object an | d sent. | " <u>Dim -</u> ": After short push, the dimming va | lue "Decrease 100%" is trans | |
| "Dim -": After short push, the dimming va | lue "Decrease 100%" is trans- | ferred into the communication object and | d sent. | |
| ferred into the communication object an | d sent. | Xn+1 - Dimming value on release push | No reaction | |
| Xn - Dimming value on release push | No reaction | | Stop | |
| | Stop | Here an adjustment is made to define wh | ich dimming value is writter | |
| Here an adjustment is made to define wh | | into the storage cell of the communication | n object and sent when rele | |
| into the storage cell of the communication | on object when releasing the | sing the push button after a long push. | | |
| push button after a long press. | | "No reaction": A long push does not chan | ge the object value and also | |
| " <u>No reaction</u> ": A long push does not char | ige the object value and also | does not send a telegram. | | |
| does not send a telegram. | | " <u>Stop</u> ": When the push button is released | | |
| "Stop": When the push button is released | | ming value "Stop" is transferred into the c | ommunication object and | |
| ming value "Stop" is transferred into the o | communication object and | sent. | | |
| sent. | | Xn+1 - Long push button action min. | 0.5 second | |
| Xn – Long push button action min. | 0.5 second | | 1 second | |
| | 1 second | | 2 seconds | |
| | 2 seconds | | 3 seconds | |
| | 3 seconds | | 4 seconds | |
| | 4 seconds | | 5 seconds | |
| | 5 seconds | | 10 seconds | |
| | | This parameter determines the minimum | period for detecting a long | |
| | 10 seconds | | 5 5 | |
| This parameter determines the minimum | | push. | | |
| | | Add status object | Yes / No | |
| | | | | |
| | | Add status object | al communication object (st | |
| | | Add status object The parameter determines if an additiona | al communication object (stationality or other purposes. | |
| | | Add status object The parameter determines if an additiona tus) shall be used to perform toggle func | al communication object (sta | |
| | | Add status object The parameter determines if an additiona tus) shall be used to perform toggle func Contact type | al communication object (sta tionality or other purposes. Normally open contact Normally closed contact | |
| | | Add status objectThe parameter determines if an additionatus) shall be used to perform toggle functContact typeThe contact type of the input attached to | al communication object (st. tionality or other purposes. Normally open contact Normally closed contact the channel is adjusted her | |
| | | Add status object The parameter determines if an additionation to the perform toggle function toggle function. Contact type The contact type of the input attached to "Normally open contact": the contact of the top to the top | al communication object (st. tionality or other purposes. Normally open contact Normally closed contact the channel is adjusted her | |
| | | Add status object The parameter determines if an additionation to the perform toggle function toggle function. Contact type The contact type of the input attached to "Normally open contact": the contact of the closed, inactive when opened. | I communication object (st. tionality or other purposes. Normally open contact Normally closed contact the channel is adjusted her he input is active when | |
| | | Add status object The parameter determines if an additiona tus) shall be used to perform toggle func Contact type The contact type of the input attached to "Normally open contact": the contact of t closed, inactive when opened. "Normally closed contact": the contact of | I communication object (st. tionality or other purposes. Normally open contact Normally closed contact the channel is adjusted her he input is active when | |
| This parameter determines the minimum push. | | Add status object The parameter determines if an additiona tus) shall be used to perform toggle funct Contact type The contact type of the input attached to "Normally open contact": the contact of t closed, inactive when opened. "Normally closed contact": the contact of opened, inactive when closed. | I communication object (sta tionality or other purposes. Normally open contact Normally closed contact the channel is adjusted her he input is active when the input is active when | |
| | | Add status object The parameter determines if an additiona tus) shall be used to perform toggle funct Contact type The contact type of the input attached to "Normally open contact": the contact of t closed, inactive when opened. "Normally closed contact": the contact of opened, inactive when closed. Add enable object | I communication object (sta tionality or other purposes. Normally open contact Normally closed contact the channel is adjusted her he input is active when the input is active when | |
| | | Add status object The parameter determines if an additiona tus) shall be used to perform toggle funct Contact type The contact type of the input attached to "Normally open contact": the contact of t closed, inactive when opened. "Normally closed contact": the contact of opened, inactive when closed. | I communication object (sta tionality or other purposes. Normally open contact Normally closed contact the channel is adjusted her he input is active when the input is active when Yes / No n be blocked via an additior | |

Shutter 2-input

| No. | Object name | Function | Size | Flags |
|--------------|-----------------------------------|-----------------|-------------------|--------|
| 2 | Input G(,H)1 (3 → 7)+ | Shutter Up/ | 1.008 DPT_ | CWT |
| (16, 30, | G(,H)2 (4 → 8) | Down | UpDown | |
| 44, 58, 72, | | | | |
| 86, 100) | | | | |
| The mover | nent commands Up/D | own are sent v | ia the address | linked |
| with this o | bject in order to raise/ | lower the solar | protection. | |
| 8 | Input G(,H)1 (3 → 7)+ | Shutter Stop | 1.009 DPT_ | CWT |
| (22, 36, | G(,H)2 (4 → 8) | - slats | OpenClose | |
| 50, 64, 78, | | | | |
| 92, 106) | | | | |
| The comm | ands "STOP" or "Slats O | PEN/CLOSE" are | e sent via the gr | oup |
| address lin | ked with this object. | | | |
| 4 | Input G(,H)1 (3 \rightarrow 7)+ | Enable | 1.003 DPT_ | CW |
| (18, 32, 46, | G(,H)2 (4 → 8) | | Enable | |
| 60, 74, 88, | | | | |
| 102) | | | | |

Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding input.

They are only visible if "Add status object" parameter value is set to yes.

• Switch

| Usage | Use jointly | |
|--------------------------------------|-----------------------|---|
| G1+G2 : Main function | Shutter 2-inputs | ٠ |
| Function | Switch | • |
| G1 : Sw value when contact is closed | Up | • |
| G1 : Sw value when contact is opened | Stop | ٠ |
| | | |
| G2 : Sw value when contact is closed | Dawn | • |
| G2 : Sw value when contact is opened | Stop | • |
| | | |
| Contact type | Normally open contact | Ŧ |
| Add enable object | No | |

This function is used for 2 inputs with a switch to send a up,stop or down telegram : the contact is closed or opened, a telegram is sent.

| Parameters | Setting | |
|---|-------------------------------|--|
| Xn - Switching value when contact is | No reaction | |
| closed | Up | |
| | Down | |
| Here an adjustment is made to define which | ch movement command is | |
| written into the storage cell of the commu | nication object and sent | |
| after a rising edge. The rising edge corresponds to a change in the | | |
| signal status at the input from logical "0" to | o"1". | |
| "No reaction": action does not change the | object value and also does | |
| not send a telegram. | - | |
| "Up": when the contact is active, the comn | nand UP is transferred into | |
| the communication object and sent. | | |
| "Down": when the contact is active, the command DOWN is transferred | | |
| into the communication object and sent. | | |
| Xn - Switching value when contact is | No reaction | |
| opened | Stop | |
| Here an adjustment is made to define which | ch switching movement | |
| command is written into the storage cell o | f the communication object | |
| and sent after a falling edge in the signal si | tatus at the channel (input). | |
| The falling edge corresponds to a change i | n the signal status at the | |
| input from logical "1" to "0". | | |
| " <u>No reaction</u> ": action does not change the | object value and also does | |
| not send a telegram. | | |
| "Stop": when the contact is inactive, the co | ommand stop is transferred | |
| into the communication object and sent. | - | |

| Parameters Kn+1 - Switching value when a closed Here an adjustment is made to written into the storage cell of after a rising edge. The rising er signal status at the input from (<u>No reaction</u> ": action does not not send a telegram. " <u>Up</u> ": when the contact is activ the communication object and | define whi the commu dge corres logical "0" t change the | unication object and sent bonds to a change in the |
|---|---|---|
| A closed Here an adjustment is made to written into the storage cell of after a rising edge. The rising e signal status at the input from (<u>No reaction</u> ": action does not not send a telegram. " <u>Up</u> ": when the contact is active the communication object and | define whi the commu dge corres logical "0" t change the | Down ich movement command is unication object and sent ponds to a change in the |
| written into the storage cell of after a rising edge. The rising e signal status at the input from (<u>No reaction</u> ": action does not not send a telegram. (<u>"Up</u> ": when the contact is activ the communication object and | the commu dge corres logical "0" t change the | ich movement command is unication object and sent bonds to a change in the |
| written into the storage cell of after a rising edge. The rising e signal status at the input from (<u>No reaction</u> ": action does not not send a telegram. (<u>"Up</u> ": when the contact is activ the communication object and | the commu dge corres logical "0" t change the | unication object and sent bonds to a change in the |
| after a rising edge. The rising e signal status at the input from (<u>No reaction</u> ": action does not not send a telegram. (<u>"Up</u> ": when the contact is activ the communication object and | dge corres logical "0" t change the | ponds to a change in the |
| signal status at the input from (<u>No reaction</u> ": action does not not send a telegram. " <u>Up</u> ": when the contact is activ the communication object and | logical "0" t change the | |
| (<u>No reaction</u> ": action does not not send a telegram. " <u>Up</u> ": when the contact is activ the communication object and | change the | o"1". |
| not send a telegram. "Up": when the contact is activ he communication object and | 5 | |
| "Up": when the contact is activ the communication object and | e, the com | e object value and also doe |
| he communication object and | e, the com | |
| | 1 | mand UP is transferred into |
| "Down" | | ommand DOWN is transferr |
| nto the communication object | | Diffinatio DOwn is transien |
| Kn+1 - Switching value when | | No reaction |
| s opened | contact | Stop |
| Here an adjustment is made to | define wh | |
| command is written into the st | | |
| and sent after a falling edge in | | |
| The falling edge corresponds to | | |
| nput from logical "1" to "0". | | |
| ' <u>No reaction</u> ": action does not | change the | e object value and also doe |
| not send a telegram. | | |
| " <u>Stop</u> ": when the contact is ina | | ommand stop is transferre |
| nto the communication object | t and sent | I |
| Contact type | | Normally open contact |
| F L | | Normally closed contact |
| The contact type of the input a | | |
| | ontact of th | |
| | | he input is active when |
| closed, inactive when opened. | | |
| closed, inactive when opened. <u>'Normally closed contact</u> ": the | contact of | |
| closed, inactive when opened. | contact of | |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. | contact of | the input is active when Yes / No |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if th Enable object or not. If an inpu | contact of ne input car it is blocked | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if th | contact of ne input car it is blocked | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if th Enable object or not. If an inpu | contact of ne input car it is blocked | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push | contact of ne input car it is blocked | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the Enable object or not. If an inpu changes at this input are not tr | contact of ne input car it is blocked | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push | contact of ne input can it is blocked ransmitted. | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the mable object or not. If an input changes at this input are not tr Push | contact of ne input car it is blocked ansmitted. | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the mable object or not. If an input changes at this input are not tr Push | contact of ne input can it is blocked ransmitted. | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function | contact of ne input car it is blocked cansmitted. | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function | contact of ne input car it is blockee ansmitted. | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function | contact of ne input car it is blocked cansmitted. | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push reaction | contact of ne input car it is blocked ransmitted. | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function G1 : Short push reaction | contact of ne input car it is blockee ansmitted. Use jointly Shutter 2-inp Push Up + stop | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push reaction | contact of ne input car it is blocked ransmitted. | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push release | contact of ne input car it is blockee ansmitted. Use jointly Shutter 2-inp Push Up + stop Open slats No reaction | the input is active when Yes / No n be blocked via an additio d (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the changes at this input are not tre Push Usage G1+G2 : Main function Function G1 : Long push reaction G1 : Long push reaction G1 : Long push button action min. | contact of ne input car it is blocked ansmitted. | the input is active when Yes / No be blocked via an additio (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push release | contact of ne input car it is blockee ansmitted. Use jointly Shutter 2-inp Push Up + stop Open slats No reaction | the input is active when Yes / No be blocked via an additio (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the changes at this input are not tre Push Usage G1+G2 : Main function Function G1 : Long push reaction G1 : Long push reaction G1 : Long push button action min. | contact of ne input car it is blocked ansmitted. | the input is active when Yes / No be blocked via an additio (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the closed enable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function G1 : Long push reaction G1 : Long push reaction G1 : Long push reaction G1 : Long push button action min. G2 : Short push reaction G2 : Long push reaction | contact of ne input car it is blocked ansmitted. | the input is active when Yes / No be blocked via an additio (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push release G1 : Long push button action min. G2 : Short push reaction | contact of ne input car it is blockee ansmitted. Use jointly Shutter 2-inp Push Up + stop Open slats No reaction 2 seconds Down + stop | the input is active when Yes / No be blocked via an additio (Enable value = 0) the stat |
| closed, inactive when opened. (Normally closed contact": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push release G1 : Long push button action min. G2 : Short push reaction G2 : Long push reaction G2 : Long push reaction G3 : Long push reaction G3 : Long push reaction G3 : Short push reaction G4 : Long push reaction G5 : Long push reaction G5 : Long push reaction G6 : Long push reaction G7 : Long push reaction G7 : Long push reaction G7 : Long push release | contact of ne input car it is blockee ansmitted. Use jointly Shutter 2-inp Push Up + stop Open slats No reaction 2 seconds Down + stop Close slats No reaction | the input is active when Yes / No be blocked via an additio (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the closed enable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function G1 : Long push reaction G1 : Long push reaction G1 : Long push reaction G1 : Long push button action min. G2 : Short push reaction G2 : Long push reaction | contact of ne input car it is blocked ansmitted. | the input is active when Yes / No be blocked via an additio (Enable value = 0) the stat |
| closed, inactive when opened. (Normally closed contact": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push release G1 : Long push button action min. G2 : Short push reaction G2 : Long push reaction G2 : Long push reaction G3 : Long push reaction G3 : Long push reaction G3 : Short push reaction G4 : Long push reaction G5 : Long push reaction G5 : Long push reaction G6 : Long push reaction G7 : Long push reaction G7 : Long push reaction G7 : Long push release | contact of ne input car it is blockee ansmitted. Use jointly Shutter 2-inp Push Up + stop Open slats No reaction 2 seconds Down + stop Close slats No reaction | the input is active when Yes / No be blocked via an additio (Enable value = 0) the stat |
| closed, inactive when opened. (Normally closed contact": the opened, inactive when closed. Add enable object The parameter determines if the nable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push release G1 : Long push button action min. G2 : Short push reaction G2 : Long push reaction G2 : Long push reaction G3 : Long push reaction G3 : Long push reaction G3 : Short push reaction G4 : Long push reaction G5 : Long push reaction G5 : Long push reaction G6 : Long push reaction G7 : Long push reaction G7 : Long push reaction G7 : Long push release | contact of ne input car it is blockee ansmitted. Use jointly Shutter 2-inp Push Up + stop Open slats No reaction 2 seconds Down + stop Close slats No reaction | the input is active when Yes / No be blocked via an additio (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. Add enable object The parameter determines if the closed enable object or not. If an input changes at this input are not tr Push Usage G1+G2 : Main function Function G1 : Long push reaction G1 : Long push reaction G1 : Long push reaction G1 : Long push reaction G2 : Long push button action min. | contact of re input car it is blocked ransmitted. Use jointly Shutter 2-inp Push Up + stop Open slats No reaction 2 seconds Down + stop Close slats No reaction 2 seconds | the input is active when Yes / No be blocked via an additio (Enable value = 0) the stat |
| closed, inactive when opened. (<u>Normally closed contact</u> ": the opened, inactive when closed. | contact of | the input is active when |

This function is used for 2 inputs with push button to send a up,stop or down telegram : the push is short or long, a telegram is sent.

| Parameters | Setting | Parameters | Setting |
|--|---|---|--------------------------------------|
| Xn - Short push reaction | No reaction | Xn+1 - Short push reaction | No reaction |
| | Up + stop | | Up + stop |
| | Down + stop | | Down + stop |
| | Stop | ÷ | Stop |
| | Open slats | | Open slats |
| | Close slats | | Close slats |
| Here an adjustment is made to defi | | Here an adjustment is made to define | |
| written into the storage cell of the | | written into the storage cell of the c | |
| after short pressing of the push but | | after short pressing of the push but | |
| " <u>No reaction</u> ": action does not char | nge the object value and also does | "No reaction": action does not chan | ge the object value and also does |
| not send a telegram. | | not send a telegram. | |
| | rs the following sequence command | Up + stop: each short push transfers | |
| values into the communication obj | | values into the communication obje | |
| Down + stop: each short push tran | 3 . | Down + stop: each short push trans | 5 1 |
| | on object: Down, Stop, Down, Stop, | mand values into the communication | |
| etc. | | Stop: a short push transfers into the | communication object the stop |
| Stop: a short push transfers into the | e communication object the stop | command value ("1" or "0"). | |
| command value ("1" or "0"). | | Open slats: a short push transfers in | |
| Open slats: a short push transfers ir | 2 | stop (open slats) command value (" | |
| stop (open slats) command value (' | | Close slats: a short push transfers in | |
| Close slats: a short push transfers in | | stop (close slats) command value (" | |
| stop (close slats) command value (* | , | Xn+1 - Long push reaction | No reaction |
| Xn - Long push reaction | No reaction | | Up |
| | Up | : | Down |
| | Down | | Stop |
| | Stop | | Open slats Close slats |
| | Open slats | | |
| | Close slats | Here an adjustment is made to defin | |
| Here an adjustment is made to defi | | written into the storage cell of the c | |
| written into the storage cell of the | | after long pressing of the push butt | |
| after long pressing of the push but | | " <u>No reaction</u> ": action does not chan | ge the object value and also does |
| " <u>No reaction</u> ": action does not char not send a telegram. | ige the object value and also does | not send a telegram. | the communication object the U |
| | o the communication object the Up | Up: a long push action transfers into command (value "0") | o the communication object the o |
| command (value "0") | o the communication object the op | Down: a long push action sends the | Down command (value "1") |
| Down: a long push action send the | Down command (value "1") | Stop: a long push action sends the | |
| Stop: a long push action sends the | | Open slats: a long push action trans | |
| | sfers into the communication object | the stop (open slats) command (val | |
| the stop (open slats) command (va | | Close slats: a long push action trans | |
| | sfers into the communication object | the stop (close slats) command (value | |
| the stop (close slats) command (val | | Xn+1 - Long push release | No reaction / Stop |
| Xn - Long push release | No reaction | Here an adjustment is made to defin | |
| in long push leicuse | Stop | storage cell of the communication of | |
| Here an adjustment is made to defi | | push button after a long press. | |
| | object and sent when releasing the | " <u>No reaction</u> ": action does not chan | ge the object value and also does |
| push button after a long press. | ,, | not send a telegram. | |
| " <u>No reaction</u> ": action does not char | nge the object value and also does | Stop: the stop command (value "1" of | or "0") is transferred into the com- |
| not send a telegram. | 5 | munication object and sent. | |
| Stop: the stop command (value "1" | or "0") is transferred into the com- | | |
| munication object and sent. | - | | |
| Xn - Long push action min. | 0.5 second | | |
| | 1 second | | |
| | 2 seconds | | |
| | 3 seconds | | |
| | 4 seconds | | |
| | 5 seconds | | |
| | 10 seconds | | |
| This parameter determines the mir | imum period for detecting a long | | |
| push. | | : : | |
| - | | | |
| | | | |
| | | | |
| | | | |
| | | | |
| | | : : | |

| Parameters | Setting |
|--|------------------------------------|
| Xn+1 - Long push action min. | 0.5 second |
| | 1 second |
| | 2 seconds |
| | 3 seconds |
| | 4 seconds |
| | 5 seconds |
| | 10 seconds |
| This parameter determines the minimum | period for detecting a long |
| push. | |
| Contact type | Normally open contact |
| | Normally closed contact |
| The contact type of the input attached to | the channel is adjusted here. |
| "Normally open contact": the contact of the | ne input is active when |
| closed, inactive when opened. | |
| "Normally closed contact": the contact of | the input is active when |
| opened, inactive when closed. | |
| Add enable object | Yes / No |
| The parameter determines if the input car | h be blocked via an additional |
| Enable object or not. If an input is blocked | I (Enable value = 0) the status |
| changes at this input are not transmitted. | |
| | |
| 8.2 Outputs | |
| 8.2.1 Relays | |

Function On/Off

| No. | Object name | Function | Size | Flags |
|------------|-------------|-----------|------------|-------|
| 114 | Output Xn | Switching | 1.001 DPT_ | CW |
| (118, 122, | | | Switch | |
| 126, 130, | | | | |
| 134, 138, | | | | |
| 142, 146, | | | | |
| 150, 154, | | | | |
| 158, 162, | | | | |
| 166, 170, | | | | |
| 174) | | | | |

This object is used to receive the swithing telegrams that are transferred to the relay channel.

Switching telegrams are sent via the group address linked with this object.

| 00/000 | | | | |
|------------|------------|-----------|------------|-----|
| 115 | Output Xn, | Switching | 1.001 DPT_ | CRT |
| (119, 123, | | Status | Switch | |
| 127, 131, | | | | |
| 135, 139, | | | | |
| 143, 147, | | | | |
| 151, 155, | | | | |
| 159,163, | | | | |
| 167, 171, | | | | |
| 175) | | | | |

The current switching state of the channel is saved in the status object. It is automatically sent each time the object value changes.

| is added inde | cany serve caerranie ar | | | |
|---------------|-------------------------|--------|------------|----|
| 116 | Output Xn | Enable | 1.003 DPT_ | CW |
| (120, 124, | | | Enable | |
| 128, 132, | | | | |
| 136, 140, | | | | |
| 144, 148, | | | | |
| 152, 156, | | | | |
| 160, 164, | | | | |
| 168, 172, | | | | |
| 176) | | | | |

Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding input.

| No. | Object name | Function | Size | Flags |
|------------|-------------|-------------|-------------|-------|
| 117 | Output Xn | 2bits Over- | 2.001 | CW |
| (121, 125, | | ride | DPT_Switch_ | |
| 129, 133, | | | Control | |
| 137, 141, | | | | |
| 145, 149, | | | | |
| 153, 157, | | | | |
| 161, 165, | | | | |
| 169, 173, | | | | |
| 177) | | | | |

Override telegrams are received via the group address linked with this object.

Output Xn can be forcibly operated (e.g. by a higher-level control). The value of the communication object directly defines the forced position of the contact:

0 or 1 = The output is not forcibly operated (0 switched off, 1 switched on).

2 = The output is forcibly switched off.

3 = The output is forcibly switched on.

| ctive F1 | Yes | • |
|----------------------------|-----------|---|
| F1:Name | | |
| F1 : Delay before Off | Immediate | - |
| F1 : Delay before On | Immediate | • |
| F1 : Active auto, off | No | |
| F1 : Invert relay polarity | No | • |
| F1 : Invert "enable" logic | No | • |

| Parameters | Setting |
|---|---|
| Active Xn | Yes / No |
| Xn : Delay before Off | Immediate, 500 ms, |
| | 1 second, 2 seconds, |
| | 5 seconds, 10 seconds, |
| | 30 seconds, 1 minute, 90 s, |
| | 2 min., 10 min., 15 min., |
| | 30 min., 45 min., 1 h, 90 min |
| This parameter sets the wanted OFF dela only on the object "Output Xn, Switch" | y time. A set OFF delay acts |
| Xn : Delay before On | Immediate, 500 ms, |
| • | 1 second, 2 seconds, |
| | 5 seconds, 10 seconds, |
| | 30 seconds, 1 minute, 90 s, |
| | 2 min., 10 min., 15 min., |
| | 30 min., 45 min., 1 h, 90 min |
| This parameter sets the wanted ON delay on the object "Output Xn, Switch". | |
| Xn : Active auto. off | Yes / No |
| This parameter defines if the ouput is to I | |
| using the manual command and has to b | 5 5 |
| manual command (No) or if it is switched | |
| | d on manually for a limited |
| period and then automatically switched | off (Yes). |
| | off (Yes). Immediate, 500 ms, |
| period and then automatically switched | off (Yes). Immediate, 500 ms, 1 second, 2 seconds, |
| period and then automatically switched | off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds, |
| period and then automatically switched | off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds, 30 seconds, 1 minute, 90 s, |
| period and then automatically switched | off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds, 30 seconds, 1 minute, 90 s, 2 min., 10 min., 15 min., |
| period and then automatically switched Xn : Auto. off delay | off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds, 30 seconds, 1 minute, 90 s, 2 min., 10 min., 15 min., 30 min., 45 min., 1 h, 90 min |
| period and then automatically switched Xn : Auto. off delay This parameter determines the delay before | off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds, 30 seconds, 1 minute, 90 s, 2 min., 10 min., 15 min., 30 min., 45 min., 1 h, 90 min ore automatic switch-off. |
| period and then automatically switched Xn : Auto. off delay This parameter determines the delay bef Xn : Invert relay polarity | off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds, 30 seconds, 1 minute, 90 s, 2 min., 10 min., 15 min., 30 min., 45 min., 1 h, 90 min ore automatic switch-off. Yes / No |
| period and then automatically switched Xn : Auto. off delay This parameter determines the delay beform Xn : Invert relay polarity The polarity type of the output attached | off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds, 30 seconds, 1 minute, 90 s, 2 min., 10 min., 15 min., 30 min., 45 min., 1 h, 90 min ore automatic switch-off. Yes / No |
| period and then automatically switched Xn : Auto. off delay This parameter determines the delay beform Xn : Invert relay polarity The polarity type of the output attached here. | off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds, 30 seconds, 1 minute, 90 s, 2 min., 10 min., 15 min., 30 min., 45 min., 1 h, 90 min ore automatic switch-off. Yes / No to the channel is adjusted |
| period and then automatically switched Xn : Auto. off delay This parameter determines the delay beform Xn : Invert relay polarity The polarity type of the output attached | off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds, 30 seconds, 1 minute, 90 s, 2 min., 10 min., 15 min., 30 min., 45 min., 1 h, 90 min ore automatic switch-off. Yes / No to the channel is adjusted |

"<u>Yes</u>": the contact of the output is open when active, closed when inactive

| Parameters | Setting |
|--|-----------------|
| Xn : Invert enable logic | Yes / No |
| The Enable logic of the output attached to the channel is adjusted | |
| here. | |
| " <u>No</u> ": the contact of the output is Disable when "Output Xn, Enable" | |
| object value is 0. | |

"Yes": the contact of the output is Disable when "Output Xn, Enable" object value is 1.

8.2.2 Shutter (for Ports A and B only)

| No. | Object name | Function | Size | Flags |
|-----------------|-------------------------|----------------------|-------------------|-------------|
| 114,122 | Outputs A (B) | Shutter Up/ | 1.008 DPT_ | CW |
| | | Down | UpDown | |
| | | | | |
| The Up/D | own movement for | the correspondir | g channel is ir | itiated via |
| these obje | ects. The shutter is ra | aised on receipt o | of a logical 0 ar | nd lowered |
| on receipt | of a logical 1. The d | rive mechanism | remains switch | ned on |
| until eithe | er a stop command i | | | |
| 115,123 | Outputs A (B) | Open/Close | 1.009 DPT_ | CW |
| | | Slats | OpenClose | |
| | | Shutter Stop | | |
| | objects, the movem | | | |
| | s of whether the tele | | | |
| f the outp | out is configured as ' | "Venitian blind" a | ind the blind is | statio- |
| nary, the s | lats are opened by o | one step on rece | pt of a logical | 0 and |
| closed by | one step on receipt | of a logical 1. | | |
| f the outp | out is configured as ' | "Roller shutter" a | nd a stop com | mand is |
| received v | vhen the roller shut | ter is stationary, t | he command i | is ignored |
| | Outputs A (B) | Shutter | 1.005 DPT | CW |
| | | Alarm | Alarm | |
| This obied | t can be linked with | an alarm signal | from a wind, ra | in or ice |
| - | which sends a logica | - | | |
| event of a | 5 | | | |
| | Outputs A (B) | Shutter | 1.003 DPT | CW |
| | | Enable | Enable | |
| Enable tel | egrams are received | l via the group a | dress linked w | vith this |
| | ey are used to lock (| | | |
| ding inpu | • | | | |
| | | | | |
| In ventian | blind use you have | the parameters i | or slat control | |
| A1 + A2 Usag | e | Venitian blind | | 2 |
| Up to Down ti | me (base 1s) | 30 | | <u>(</u> |
| | | 50 | | 1 |
| Slats time (ba | e 100ms) | 3 | | |
| Behaviour on a | alarm | No action | | • |
| Invert relay po | larity | No | | |
| Invert "enable | " logic | No | | • |
| A1 + A2 Usag | e | Roller shutter | | |
| Up to Down ti | me (base 1s) | 30 | | 8 |
| Behaviour on | alarm | No action | - | |
| Invert relay po | olarity | No | | • |
| e ou 14 | * *** | 5- [| | |
| Invert "enable | r logic | No | | |

| Parameters | Setting |
|---|--------------------|
| Xn+(n+1) Usage | Use separately(*) |
| | Venitian blind |
| | Roller shutter |
| | Exclusive function |
| Slat time (base 100ms) 3 (0 → 255) | |
| Only available if "Xn+(n+1) Usage" is set to "Venitian blind" | |

Parameters Setting Up to Down time (base 1s) **30** (0 → 255) Only available if "Xn+(n+1) Usage" is set to "Venitian blind" or "Roller shutter" Behaviour on alarm No action Move up Move down Only available if "Xn+(n+1) Usage" is set to "Venitian blind" or "Roller shutter" Invert relay polarity Yes / No Allows to invert the move up/down command. "<u>No</u>": X1 is move up, X2 move down "Yes": X1 is move down, X2 is move up Invert Enable logic Yes / No The Enable logic of the output attached to the channel is adjusted here. "No": the contact of the output is Disable when "Output Xn, Enable" object value is 0. "Yes": the contact of the output is Disable when "Output Xn, Enable" object value is 1

(*): See the previous parameters description and communication object description table

8.2.3 Exclusive function (Ports A and B only)

This functionality is used to perform logical XOR functions between two relays on the same port.

A1 + A2 Usage Invert relay polarity

Exclusive function

| No. | Object name | Function | 1 | Size | Flags |
|--------------|-----------------------|------------|-------|------------|-------|
| 115 (122) | Outputs A (B) | A2 on & A | A1 | 1.002 DPT_ | CW |
| | - | off Off | | Bool | |
| | | (B2 on & | B1 | | |
| | | off Off) | | | |
| | | · · | | | |
| 1 : Activate | es A2, Deactivates A1 | | | | |
| 0 : Deactiv | ates A1 and A2 | | | | |
| 114 (123) | Outputs A (B) | A1 on & A | 42 | 1.002 DPT_ | CW |
| | | off Off | | Bool | |
| | | (B1 on & | B2 | | |
| | | off Off) | | | |
| 1 : Activate | es A1, Deactivates A2 | | | | |
| 0 : Deactiv | ates A1 and A2 | | | - | |
| 121 (129) | Outputs A (B) | A2 Status | 5 | 1.002 DPT_ | CRT |
| | | (B2 Statu | s) | Bool | |
| 1 : A2 (B2) | is activated | | | | |
| 0 : A2 (B2) | is deactivated | | | | |
| 117 (125) | Outputs A (B) | A1 Status | 5 | 1.002 DPT_ | CRT |
| | | (B1 Statu | s) | Bool | |
| 1 : A1 (B1) | is activated | | | | |
| 0:A1(B1) | is deactivated | | | | |
| | | | | | |
| Paramete | | | Sett | | |
| Xn, Invert | relay polarity | | Yes / | No | |

| | Xn, Invert relay polarity | Yes / No |
|---|---------------------------|-----------------|
| Allows to invert the logic of the exclusive f | | unction |
| | | |

٠

8.2.4 DALI

| No. | Object name | Function | Size | Flags |
|---|---------------------------|-----------------------|------------------|---------------|
| 178 | DALI | Switching | 1.001 DPT_ | CW |
| | | | Switch | |
| This objec | t is used to receive the | switching tele | grams that are | transfer- |
| | DALI bus in broadcast | | - | |
| Switching | telegrams are sent via | the group add | lress linked wit | h this |
| object. | 5 | 5 1 | | |
| 179 | DALI | Switching | 1.001 DPT_ | CRT |
| | | Status | Switch | |
| The currer | nt switching state of th | e channel is sa | ved in the statu | us object. |
| lt is autom | natically sent each time | e the object val | ue changes. | |
| 180 | DALI | Level | 5.001 DPT_ | CW |
| | | | Scaling | |
| | t is used to receive the | | egrams that are | e transfer |
| red to the | DALI bus in broadcast | mode. | | |
| Level valu | e telegrams are sent vi | a the group ad | dress linked wi | th this |
| object. | | | | |
| 181 | DALI | Level Status | 5.001 DPT_ | CRT |
| | | | Scaling | |
| The current level state of the channel is saved in the status object. It is | | | | |
| automatic | ally sent each time the | <u>object value c</u> | hanges. | |
| 184 | DALI | Dimming | 3.007 DPT_ | CW |
| | | | Control_Dim- | |
| | | | ming | |
| Dimming | control telegrams are i | received via the | e group addres | s linked |
| with this c | bject. | | | r |
| 182 | DALI | Enable | 1.003 DPT_ | CW |
| | | | Enable | |
| | egrams are received vi | | | |
| | ey are used to lock (dis | able) or unlock | (enable) the c | orrespon |
| ding input | | | | r |
| 183 | DALI | 2bits Over- | 2.001 | CW |
| | | ride | DPT_Switch_ | |
| | | | Control | |
| Override t | elegrams are received | via the group a | address linked | with this |
| object. | | | | |
| Output Xn can be forcibly operated (e.g. by a higher-level control). The | | | | |
| value of th | ne communication obj | ect directly def | ines the forced | position |
| of the con | tact: | | | |
| 0 or 1 - Th | o output is not forcibly. | | | (مرم امم مامر |

0 or 1 = The output is not forcibly operated. (0 switched off, 1 switched on) 2 = The output is forcibly switched off.

3 = The output is forcibly switched on.

| Active DALI | Yes | • |
|------------------------|-----------|---|
| Min. Level (%) | 5 | |
| Max. Level (%) | 100 | - |
| Fade rate Level (%/s.) | 10 | |
| Fade rate Dim (%/s.) | 10 | |
| Delay before Off | Immediate | • |
| Delay before On | Immediate | |
| Invert "enable" logic | No | • |
| Invert relay polarity | No | |

Parameters Setting Use DALI Yes / No Yes: communication objects and parameters are visible. No: communication objects and parameters are hidden. Min. Level (%) $0 \rightarrow 100$ (default 5%) This parameter is used to set the minimum level that shall be used for the dimmer. Attention, this value can be overridden by the dali ballast physical minimum level Max. Level (%) $0 \rightarrow 100$ (default 100%) This parameter is used to set the maximum level that shall be used for the dimmer. Fade rate level (%/s) $0 \rightarrow 100$ (default 10%) This parameter is use to set the fade rate that shall be used with the Level and switching communication objects $0 \rightarrow 100$ (default 10%) Fade rate Dim (%/s) This parameter is use to set the fade rate that shall be used with the dimming communication object. Immediate, 500 ms, Delay before Off 1 second, 2 seconds, 5 seconds, 10 seconds, 30 seconds, 1 minute, 90 s., 2 min., 10 min., 15 min., 30 min., 45 min., 1 h, 90 min. This parameter sets the wanted OFF delay time. A set OFF delay acts only on the object "Output Xn, Switch" TimeBeforeOn No reaction / Stop This parameter sets the wanted ON delay time. A set ON delay acts only on the object "Output Xn, Switch". Xn, Invert Enable logic Yes / No The Enable logic of the output attached to the channel is adjusted here. "No": the contact of the output is Disable when "DALI, Enable" object value is 0. 'Yes": the contact of the output is Disable when "DALI, Enable" object value is 1. Xn, Invert relay polarity Yes / No The polarity type of the output attached to the channel is adjusted here. "No": the contact of the output is closed when active, open when inactive. 'Yes": the contact of the output is open when active, close when inactive 8.3 MODE Four modes are applicable. Each mode determines if an output should be available or not. An additional parameter allows to determine the action to do when the desired mode is launched.

If an output is active, objects "Scene", "Override", "Enable/Disable", "On/ Off" are usable.

If an output is inactive, the output cannot be managed by any object as long as the current mode is active. If the additional parameter "Authorize a last Manual Off" is set to "yes" it is possible to swich off the output before the output locks.

The additional parameter "Authorize a last Manual Off" is only available if output is set as inactive in the current mode and the parameter "Action on change" is set to "none" or "On" or "Enable+on".

Mode management is not available for Block A and B when they are configured as " Roller shutter", "Venitian blind", "Exclusive function".

| C1 - Active | Yes | | |
|----------------------------------|-------------|----------------------------|-------|
| WE - MEDVE | 165 | | |
| C1 - Action on change | None | | |
| C1 - Mode 1 | | | |
| C1 - Active | No | | |
| C1 - Action on change | None | | |
| C1 - Authorize a last Manual Off | No | | |
| C1 - Mode 2 | | | |
| C1 - Active | No | | |
| C1 - Action on change | Off | | |
| C1 - Mode 3 | | | |
| Ci - Active | No | | |
| C1 - Action on change | None | | |
| C1 - Authorize a last Manual Off | Yes | = | |
| Parameters | | Setting | |
| Mode | | Mode 1 | |
| | | Mode 2 | |
| | | Mode 3 | |
| | | Mode 0 (System) | |
| This is a virtual parameter in | order to co | | |
| Xn, Active | | Yes / No | |
| Here it is possible to do an ac | | o make the output availab | le or |
| not within the 4 different mo | odes. | | |
| This is a very high priority "O | verride" ac | tions and "Enable" actions | will |

have no effect on the output if "Xn Active" is set to "No".

With "Mode 0 (System)", this parameter has a ReadOnly permission and locked to "Yes".

| Xn, Action on change | None |
|------------------------------------|----------------------------------|
| | On |
| | Off |
| | Enable + On |
| | Enable + Off |
| | On + Disable |
| | Off + Disable |
| Here it is possible to make an adj | justment to set an automatic ord |

Here it is possible to make an adjustment to set an automatic order command when mode under configuration is active. Xn, Authorize a last manual off Yes / No

Here it is possible to make an adjustment to allow a last OFF order command on Xn when "Xn, Active" parameter is set to "No" (before output becomes unavailable).

This parameter is visible only if "Xn, Active" is set to "No" and "Xn Action on change" is set to "None", On" or "Enable+On".

| No. | Object name | Function | Size | Flags |
|--|-------------------------|-----------------|---------------------|-------|
| 198 | Mode_Sytem | Mode_Sytem | 1.010 DPT_ Start | CRŴ |
| 1 : Enables | System mode, disable | s all other mod | les | |
| 0 : No reac | tion | | | |
| 199 | Mode_1 | Mode_1 | 1.010 DPT_ Start | CRW |
| 1 : Enables | mode 1, disables all of | ther modes | | |
| 0 : No reac | tion | | | |
| 200 | Mode_2 | Mode_2 | 1.010 DPT_ Start | CRW |
| 1 : Enables | mode 2, disables all of | ther modes | | |
| 0 : No reac | tion | | | |
| 201 | Mode_3 | Mode_3 | 1.010 DPT_ Start | CRW |
| 1 : Enables mode 3, disables all other modes | | | | |
| 0 : No reac | tion | | | |
| | | | | |

 Parameters
 Setting

 Xn, Invert relay polarity
 Yes / No

 Allows to invert the move DND/MUR command.

8.4 Power Measure Management

| No. | Object name | Function | Size | Flags |
|--|---|----------------|------------------|-----------|
| 185 | Outputs C (D, E, F) | Energy | 13.010 | CR |
| (186, 187, | | | DPT_ | |
| 188) | | | ActiveEnergy | |
| The value | saved into this comm | unication obje | ct represents th | ne measu- |
| red active | | | | |
| 189 | Outputs C (D, E, F) | Energy Reset | 1.010 DPT_ | CW |
| (190, 191, | | | Start | |
| 192) | | | | |
| Start: rese | ts the active energy co | ounter | | |
| Stop: No r | eaction | | | |
| 193 | Outputs C (D, E, F) | Power | 14.56 DPT_ | CR |
| (194, 195, | | mesure | Value_Power | |
| 196) | | | | |
| The value | The value of this communication object represents the measured | | | |
| electrical power. | | | | |
| If the obje | If the object communication "write" flag is set, the current value is | | | |
| automatically sent each time the object value changes. | | | | |
| | | | | |

Active power measure

| Parameters | Setting | |
|---|---------|--|
| Active power measure | Yes | |
| - | No | |
| This parameter is used to hide or display the communication objects | | |
| relating to nower measure management | | |

Yes

Technical data sheet: S000074637EN-5

•

8.5 Scenes

| No. | Object name | Function | Size | Flags |
|--------------|--------------------------|------------------|-----------------|---------|
| 1 | Input Scene | Recall scene | 17.001 | CW |
| | | | DPT_Scene- | |
| | | | Number | |
| Scenes tele | egrams are received via | a the group ad | dress linked wi | th this |
| object. | | | | |
| The scene | value affects all ouputs | s using this sce | ne number. | |
| | | | | |
| INSTANCE 1 : | | | | |
| C1 : Scenar | io number (0=not used) | 0 | | |
| C1 : Binary | value | Off | | • |
| C1 : Delay | | Immediate | | • |
| (| | | | |

| C2 : Scenario number (0=not used) | 0 | |
|-----------------------------------|-----------|---|
| C2 : Binary value | Off | • |
| C2 : Delay | Immediate | |
| (2000). | | |
| C3 : Scenario number (0=not used) | 8 | |
| C3 : Binary value | Off | ٠ |
| C3 : Delay | Immediate | • |
| | | |
| C4 : Scenario number (0=not used) | 0: | |
| C4 : Binary value | Off | • |
| C4 : Delay | Immediate | |

Each output channel can be assigned to 5 different instances. Each output channel can be assigned to 5 differents scenario instances. For Outputs A1, A2, B1, B2, those parameters are only available when outputs are configured as switch "use separatly".

| Parameters | Setting | | | |
|---|---|--|--|--|
| Xn, Scenario Number | $0 \rightarrow 64$ | | | |
| 0 : No scenario | | | | |
| Xn, Scenario Order | Off | | | |
| | On | | | |
| | Off + Disable | | | |
| | On + Disable | | | |
| | Enable + Off | | | |
| | Enable + On | | | |
| | Enable | | | |
| Disable | | | | |
| Here it is possible to make an ad | ljustment to define the order action | | | |
| that should be executed on the | output when the corresponding scene | | | |
| number is received. | | | | |
| Xn, Delay | Immediate, 500 ms, | | | |
| | 1 second, 2 seconds, | | | |
| | 5 seconds,10 seconds, | | | |
| | 30 seconds, 1 minute, | | | |
| | 90 sec., 2 min., 10 min., | | | |
| | 15 min., 30 min., 45 min., | | | |
| | 1 h, 90 min. | | | |
| Here it is possible to make an ad | ljustment to define a delay before | | | |
| executing the order action on the number is received. | e output when the corresponding scene | | | |
| For Outputs A and B, those parar configured as "Roller shutter" or | neters are only available when they are "Venitian blinds". | | | |

| Parameters | Setting |
|---------------------------------------|----------------------------------|
| Xn+(n+1), Scenario Number | $0 \rightarrow 64$ |
| 0 : No scenario | |
| Xn+(n+1), Scenario Order | Up |
| | Down |
| | Up + Disable |
| | On + Disable |
| | Enable + Up |
| | Enable + Down |
| | Enable |
| | Disable |
| Here it is possible to make an adjus | tment to define the order action |
| that should be executed on the out | put when the corresponding scene |
| number is received. | |
| Xn+(n+1), Delay | Immediate, 500 ms, |
| | 1 second, 2 seconds, |
| | 5 seconds, 10 seconds, |
| | 30 seconds, 1 minute, 90 |
| | s., 2 min., 10 min., 15 min., |
| | 30 min., 45 min., 1 h, 90 min. |
| Here it is possible to make an adjust | ment to define a delay before |
| executing exclusive function the ord | er action on the output when the |

corresponding scene number is received. For Outputs A and B, those parameters are only available when they are configured as "Exclusive function".

| Parameters | Setting | |
|--|----------------------------------|--|
| Xn+(n+1), Scenario Number $0 \rightarrow 64$ | | |
| 0 : No scenario | | |
| Xn+(n+1), Scenario Order Do Not disturb | | |
| | Make Up Room | |
| | Stop | |
| Here it is possible to make an adjust | ment to define the order action | |
| that should be executed on the outp | out when the corresponding scene | |
| number is received. | | |
| Xn+(n+1), Delay | Immediate, 500 ms, | |
| | 1 second, 2 seconds, | |
| | 5 seconds, 10 seconds, | |
| | 30 seconds, 1 minute, 90 s., | |
| | 2 min., 10 min., 15 min., | |
| 30 min., 45 min., 1 h, 90 m | | |
| Here it is possible to make an adjust | ment to define a delay before | |
| executing the order action on the ou | itput when the corresponding | |

executing the order action on the output when the corresponding scene number is received.

8.6 Program Functions

3 program functions are available.

Each program function allows to generate up to 5 different commands (fully configurable) triggered by one input condition (fully configurable).

| No. | Object name | Function | Size | Flags |
|-------------|--|--------------|--------------|---------|
| 214 | Program Fn | Program Fn | 1.002 DPT_ | CRŴ |
| (220, 226) | | Input 1bit | Bool | |
| | | Program Fn | 2.002 DPT_ | ĺ |
| | | Input 2bits | Bool_Control | |
| | | Program Fn | 3.007 DPT_ | |
| | | Input 4bits | Control_Dim- | |
| | | | ming | |
| | | Program Fn | 5.010 DPT_ | |
| | | Input 1bytes | Value_1_ | |
| | | | Ucount | |
| | | Program Fn | 7.001 DPT_ | |
| | | Input 2bytes | Value_2_ | |
| | | | Ucount | |
| | | Program Fn | 12.001 DPT_ | |
| | | Input 4bytes | Value_4_ | |
| | | | Ucount | |
| | t is used to trigger t g on the "Input Size | | | can hav |
| different d | latapoint types. | | | |

Created: 15/04/2014

| No. | Object name | Function | Size | Flags |
|-------------------|-----------------------------------|-------------------|-----------------|-----------|
| 215 | Program Fn | Program Fn | 1.002 DPT_ | СТ |
| (221, 227) | | Output 1 1bit | | |
| | | Program Fn | 2.002 DPT_ | |
| | | Output 1 | Bool_Control | |
| | | 2bits | | |
| | | Program Fn | 3.007 DPT_ | |
| | | Output 1 | Control_Dim- | |
| | | 4bits | ming | |
| | | Program Fn | 5.010 DPT_ | |
| | | Output 1 | Value_1_ | |
| | | 1bytes | Ucount | |
| | | Program Fn | 7.001 DPT_ | |
| | | Output 1 | Value_2_ | |
| | | 2bytes | Ucount | |
| | | Program Fn | 12.001 DPT_ | |
| | | Output 1 | Value_4_ | |
| | | 4bytes | Ucount | |
| | m function Output 1 v | | the address lin | nked with |
| nis object 216 | when the program is Program Fn | | 1.002 DPT | СТ |
| | riografii ríi | Program Fn | _ | |
| (222, 228) | | Output 21bit | Bool | |
| | | Program Fn | 2.002 DPT_ | |
| | | Output 2 | Bool_Control | |
| | | 2bits | | |
| | | Program Fn | 3.007 DPT_ | |
| | | Output 2 | Control_Dim- | |
| | | 4bits | ming | |
| | | Program Fn | 5.010 DPT_ | |
| | | Output 2 | Value_1_ | |
| | | 1bytes | Ucount | |
| | | Program Fn | 7.001 DPT_ | |
| | | Output 2 | Value_2_ | |
| | | 2bytes | Ucount | |
| | | Program Fn | 12.001 DPT_ | |
| | | Output 2 | Value_4_ | |
| | | 4bytes | Ucount | |
| | m function Output 2 \ | alue is sent via | the address lin | nked with |
| | when the program is | | | r |
| 217 | Program Fn | Program Fn | 1.002 DPT_ | СТ |
| (223, 229) | | Output 3 1bit | | |
| | | Program Fn | 2.002 DPT_ | |
| | | Output 3 | Bool_Control | |
| | | 2bits | | |
| | | Program Fn | 3.007 DPT_ | |
| | | Output 3 | Control_Dim- | |
| | | 4bits | ming | |
| | | Program Fn | 5.010 DPT_ | |
| | | Output 3 | Value_1_ | |
| | | 1bytes | Ucount | |
| | | Program Fn | 7.001 DPT_ | |
| | | Output 3 | Value_2_ | |
| | | 2bytes | Ucount | |
| | | Program Fn | 12.001 DPT_ | |
| | | Output 3 | Value_4_ | |
| | | 4bytes | Ucount | |
| The Drogra | m function Output 3 v | alue is sent via | the address lir | nked with |
| The Flogia | in function output 5 | ande is serie rid | the dual coo m | |

| No. | Object name | Function | Size | Flags |
|------------|--|-----------------------------|-----------------------|-----------|
| 218 | Program Fn | Program Fn | 1.002 DPT_ | СТ |
| (224, 230) | | Output 4 1bit | Bool | |
| | | Program Fn | 2.002 DPT_ | |
| | | Output 4 | Bool_Control | |
| | | 2bits | | |
| | | Program Fn | 3.007 DPT_ | |
| | | Output 4 | Control_Dim- | |
| | | 4bits | ming | |
| | | Program Fn | 5.010 DPT_ | |
| | | Output 4 | Value_1_ | |
| | | 1bytes | Ucount | |
| | | Program Fn | 7.001 DPT_ | |
| | | Output 4 | Value_2_ | |
| | | 2bytes | Ucount | |
| | | Program Fn | 12.001 DPT_ | |
| | | Output 4 | Value_4_ | |
| | | 4bytes | Ucount | |
| | am function Output 4 [.] t when the program is | | the address lir | nked with |
| 219 | Program Fn | Program Fn | 1.002 DPT | СТ |
| (225, 231) | 5 | Output 5 1bit | | |
| | | Program Fn | 2.002 DPT_ | |
| | | Output 5 | Bool_Control | |
| | | 2bits | | |
| | | Program Fn | 3.007 DPT_ | |
| | | Output 5 | Control_Dim- | |
| | | 4bits | ming | |
| | | Program Fn | 5.010 DPT_ | |
| | | Output 5 | Value_1_ | |
| | | 1bytes | Ucount | |
| | | Program Fn | 7.001 DPT_ | |
| | 1 | Output 5 | Value_2_ | |
| | | | 1 | |
| | | 2bytes | Ucount | |
| | | <u>2bytes</u> Program Fn | Ucount 12.001 DPT_ | |
| | | | î | |

 4bytes
 Ucount

 The Program function Output 5 value is sent via the address linked with this object when the program is triggered.

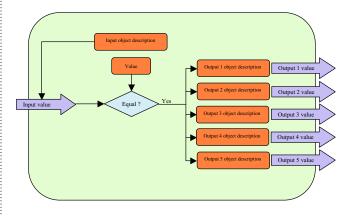
| Setting | | | | |
|---|--|--|--|--|
| Yes / No | | | | |
| This is a parameter that indicates if Program X should be used or not. If | | | | |
| ation object parameters will be visible. | | | | |
| string | | | | |
| r to name the program. There is no influence on the | | | | |
| | | | | |
| string | | | | |
| r to name the input function. | | | | |
| 1 bit | | | | |
| 2 bits | | | | |
| 4 bits | | | | |
| 1 Byte | | | | |
| 2 Bytes | | | | |
| 4 Bytes | | | | |
| to make an adjustment to set the datapoint size of | | | | |
| | | | | |

Here it is possible to make an adjustment to set the datapoint size o the "Program Fn Input XXX" communication object.

| Parameters | Setting | |
|--|--|---|
| Value Type | "Input Size" value | Possible setting values |
| | 1 bit | Value |
| | | On/Off |
| | | Enable/Disable |
| | | Up/Down |
| | 2 bits | Value |
| | | Control Value |
| | 4 bits | Value |
| | | Dimming |
| | 1 Byte | Non-scaled value |
| | | Scaled value |
| | | Scene |
| | 2 Bytes | Unsigned value |
| | | Floating value |
| | 4 Bytes | Unsigned value |
| | | Floating value |
| Here it is possib | ble to make an adjustmer | nt to set the datapoint type of |
| the comparison | | it to set the datapoint type of |
| Value | 1 bit Value | 0, 1 |
| | 1 bit On/Off | On, Off |
| | 1 bit Enable/Disable | Enable / Disable |
| | 1 bit Up/Down | Up / Down |
| | 2 bits Value | 0, 1, 2, 3 |
| | 2 bits Control Value | Priority High / On |
| | 2 bits control value | Priority High / Off |
| | | Priority Low / On |
| | | Priority Low / Off |
| | 4 bits Value | |
| | 4 bits Value | $0 \rightarrow 15$ |
| | 4 bits Dimming | Up 100%, Up 50%, Up 25%, |
| | | Up 12%, Up 6%, Up 3%, |
| | | Up 1%, Stop, Stop, Down 1% |
| | | Down 3%, Down 6%, Down |
| | | 12%, Down 25%, Down 50% |
| | 1 Byte Non-scaled | 0 → 255 |
| | value | |
| | 1 Byte Scaled value | 0 → 100% |
| | 1 Byte Scene | 1 → 64 |
| | 2 Bytes Unsigned | 0 → 65535 |
| | value | |
| | | |
| | 2 Bytes Floating | 0 → 65535 |
| | | 0 → 65535 |
| | 2 Bytes Floating | 0 → 65535 0 → 4294967295 |
| | 2 Bytes Floating value | |
| | 2 Bytes Floating value 4 Bytes Unsigned | |
| | 2 Bytes Floating value 4 Bytes Unsigned value | 0 → 4294967295 |
| -lere it is possib | 2 Bytes Floating value 4 Bytes Unsigned value 4 Bytes Floating value | 0 → 4294967295 0 → 4294967295 |
| | 2 Bytes Floating value 4 Bytes Unsigned value 4 Bytes Floating value ble to make an adjustmer | 0 → 4294967295 0 → 4294967295 nt to set the value that should |
| pe compared to | 2 Bytes Floating value 4 Bytes Unsigned value 4 Bytes Floating value ble to make an adjustmer p Program Fn Input XXX v | 0 → 4294967295 0 → 4294967295 nt to set the value that should |
| be compared to program seque | 2 Bytes Floating value 4 Bytes Unsigned value 4 Bytes Floating value ble to make an adjustmer p Program Fn Input XXX v nce starts. | 0 → 4294967295 0 → 4294967295 nt to set the value that should |
| be compared to program seque Name Px_ Out- | 2 Bytes Floating value 4 Bytes Unsigned value 4 Bytes Floating value ble to make an adjustmer p Program Fn Input XXX v nce starts. | 0 → 4294967295 0 → 4294967295 nt to set the value that should |
| the compared to brogram seque Name Px_Out- but 1 (2 \rightarrow 5) | 2 Bytes Floating value 4 Bytes Unsigned value 4 Bytes Floating value ble to make an adjustmer p Program Fn Input XXX v nce starts. | 0 → 4294967295 0 → 4294967295 Int to set the value that should value. If equal, then the |
| be compared to program seque Name Px_ Out- put 1 (2 → 5) This is a param | 2 Bytes Floating value 4 Bytes Unsigned value 4 Bytes Floating value ble to make an adjustmer p Program Fn Input XXX v nce starts. string eter to name the output | 0 → 4294967295 0 → 4294967295 Int to set the value that should value. If equal, then the |
| be compared to program seque Name Px_ Out- put 1 (2 → 5) This is a param Output 1 | 2 Bytes Floating value 4 Bytes Unsigned value 4 Bytes Floating value ble to make an adjustmer p Program Fn Input XXX v nce starts. string eter to name the output 1 bit | 0 → 4294967295 0 → 4294967295 Int to set the value that should value. If equal, then the |
| be compared to program seque Name Px_ Out- put 1 (2 → 5) This is a param Output 1 | 2 Bytes Floating value 4 Bytes Unsigned value 4 Bytes Floating value ble to make an adjustmer p Program Fn Input XXX v nce starts. string eter to name the output 1 bit 2 bits | 0 → 4294967295 0 → 4294967295 Int to set the value that should value. If equal, then the |
| be compared to program seque Name Px_Out- put 1 (2 → 5) This is a paramo Output 1 | 2 Bytes Floating value 4 Bytes Unsigned value 4 Bytes Floating value ble to make an adjustmer p Program Fn Input XXX v nce starts. string etter to name the output 1 bit 2 bits 4 bits | 0 → 4294967295 0 → 4294967295 Int to set the value that should value. If equal, then the |
| be compared to program seque Name Px_Out- put 1 (2 \rightarrow 5) | 2 Bytes Floating value 4 Bytes Unsigned value 4 Bytes Floating value ble to make an adjustmer o Program Fn Input XXX v nce starts. string eter to name the output 1 bit 2 bits 4 bits 1 Byte | 0 → 4294967295 0 → 4294967295 Int to set the value that should value. If equal, then the |
| be compared to program seque Name Px_ Out- put 1 (2 → 5) This is a param Output 1 | 2 Bytes Floating value 4 Bytes Unsigned value 4 Bytes Floating value ble to make an adjustmer p Program Fn Input XXX v nce starts. string etter to name the output 1 bit 2 bits 4 bits | 0 → 4294967295 0 → 4294967295 Int to set the value that should value. If equal, then the |

| | r | | |
|--------------------------------|----------------------|---------------------------------|--|
| Parameters | Setting | 1 | |
| Output 1 ($2 \rightarrow 5$) | | Possible setting values | |
| Value Type | 1 bit | Value | |
| | | On/Off | |
| | | Enable/Disable | |
| | | Up/Down | |
| | 2 bits | Value | |
| | | Control Value Value | |
| | 4 bits | | |
| | | Dimming | |
| | 1 Byte | Non-scaled value | |
| | | Scaled value | |
| | | Scene | |
| | 2 Bytes | Unsigned value | |
| | | Floating value | |
| | 4 Bytes | Unsigned value | |
| | - , | Floating value | |
| Here it is possible | to make an adiustmer | nt to set the datapoint type of | |
| | | s via the Program Fn Output Y | |
| XXX communicati | | | |
| Output 1 ($2 \rightarrow 5$) | | 0, 1 | |
| Value | 1 bit On/Off | On, Off | |
| Vulue | 1 bit Enable/Disable | Enable / Disable | |
| | 1 bit Up/Down | Up / Down | |
| | 2 bits Value | 0, 1, 2, 3 | |
| | 2 bits Control Value | Priority High / On | |
| | 2 bits control value | Priority High / Off | |
| | | Priority Low / On | |
| | | Priority Low / Off | |
| | 4 bits Value | 0 → 15 | |
| | | | |
| | 4 bits Dimming | Up 100%, Up 50%, Up 25%, | |
| | | Up 12%, Up 6%, Up 3%, | |
| | | Up 1%, Stop, Stop, Down 1%, | |
| | | Down 3% | |
| | | Down 6%, Down 12% | |
| | | Down 25%, Down 50% | |
| | 1 Byte Non-scaled | 0 → 255 | |
| | value | | |
| | 1 Byte Scaled value | 0 →100% | |
| | 1 Byte Scene | 1 → 64 | |
| | 2 Bytes Unsigned | 0 → 65535 | |
| | value | | |
| | 2 Bytes Floating | 0 → 65535 | |
| | value | | |
| | 4 Bytes Unsigned | 0 → 4294967295 | |
| | value | | |
| | 4 Bytes Floating | 0 → 4294967295 | |
| | value | | |
| Here it is possible | | nt to set the value that should | |

Here it is possible to make an adjustment to set the value that should be sent on the bus via the Program Fn Output Y XXX communication object.



Created: 15/04/2014

8.7 Logical functions

3 logical functions are available.

A logical function consists in generating an output command resulting from a logic operation comprising up to 3 input conditions.

Each input (fully configurable) is compared with a preset value depending of the communication objects size selected. The element of comparison between the preset value and the value received into the input communication object is also configurable (equal, different, higher, lower, etc.).

The logical result of each comparison (true or false) is then operated by up to 2 operators (depending on whether different inputs are used or not) in order to generate a logic operation result. This result is used to trigger the output telegram (fully configurable).

The output telegram value can be the logic operation result or a preset value (the preset value size depends on the chosen output communication object size). Also, there is a condition (configurable) that triggers the output telegram sending (see parameter "Output SendCondition").

| No. | Object name | Function | Size | Flags | |
|---|--------------------------|------------------|----------------------|-------|--|
| 202 | Logic Fn | Logic Fn | 1.002 DPT_ | CRW | |
| (206, 210) | | Input 1 1bit | Bool | | |
| | | Logic Fn | 2.002 DPT_ | 1 | |
| | | Input 1 2bits | Bool_Control | | |
| | | Logic Fn | 3.007 DPT_ | | |
| | | Input 1 4bits | Control_Dim- ming | | |
| | | Logic Fn | 5.010 DPT_ | | |
| | | Input 1 | Value_1_ | | |
| | | 1bytes | Ucount | | |
| | | Logic Fn | 7.001 DPT_ | | |
| | | Input 1 | Value_2_ | | |
| | | 2bytes | Ucount | | |
| | | Logic Fn | 12.001 DPT_ | | |
| | | Input 1 | Value_4_ | | |
| | | 4bytes | Ucount | | |
| This object | is used, as an event, to | o trigger the lo | gical function. | | |
| Depending on the "Input 1: Object size" parameter, this communication | | | | | |
| can have d | ifferent datapoint type | <u>ə</u> . | | | |
| 203 | Logic Fn | Logic Fn | 1.002 DPT_ | CRW | |
| (207, 211) | | Input 2 1bit | Bool | | |

| (207, 211) | Input 2 I bit | ROOI |
|------------|---------------|--------------|
| | Logic Fn | 2.002 DPT_ |
| | Input 3 2bits | Bool_Control |
| | Logic Fn | 3.007 DPT_ |
| | Input 3 4bits | Control_Dim- |
| | | ming |
| | Logic Fn | 5.010 DPT_ |
| | Input 3 | Value_1_ |
| | 1bytes | Ucount |
| | Logic Fn | 7.001 DPT_ |
| | Input 3 | Value_2_ |
| | 2bytes | Ucount |
| | Logic Fn | 12.001 DPT_ |
| | Input 3 | Value_4_ |
| | 4bytes | Ucount |

This object is used, as event, to trigger the logical function. Depending of "Input 1: Object size" parameter, this communication can have different datapoint type.

| No. | Object name | Function | Size | Flags |
|------------|-------------|---------------|--------------|-------|
| 204 | Logic Fn | Logic Fn | 1.002 DPT_ | CRW |
| (208, 212) | | Input 3 1bit | Bool | |
| | | Logic Fn | 2.002 DPT_ | 1 |
| | | Input 3 2bits | Bool_Control | |
| | | Logic Fn | 3.007 DPT_ | 1 |
| | | Input 3 4bits | Control_Dim- | |
| | | | ming | |
| | | Logic Fn | 5.010 DPT_ | |
| | | Input 3 | Value_1_ | |
| | | 1bytes | Ucount | |
| | | Logic Fn | 7.001 DPT_ | |
| | | Input 3 | Value_2_ | |
| | | 2bytes | Ucount | |
| | | Logic Fn | 12.001 DPT_ | |
| | | Input 3 | Value_4_ | |
| | | 4bytes | Ucount | |

This object is used, as an event, to trigger the logical function. Depending on the "Input 1: Object size" parameter, this communication can have different datapoint type.

| 205 (209, 213) | Logic Fn | Logic Fn Output 1bit | 1.002 DPT_ Bool | СТ |
|--------------------------|---|-----------------------------|---------------------------------------|-------------|
| | | Logic Fn Out- put 2bits | 2.002 DPT_ Bool_Control | |
| | | Logic Fn Out- put 4bits | 3.007 DPT_ Control_Dim- ming | |
| | | Logic Fn Out- put 1bytes | 5.010 DPT_ Value_1_ Ucount | |
| | | Logic Fn Out- | 7.001 DPT_ | |
| | | put 2bytes | Value_2_ | |
| | | | Ucount | |
| | | Logic Fn Out- | 12.001 DPT_ | |
| | | put 4bytes | Value_4_ | |
| | | | Ucount | |
| The set a set a F | ··· ••· ••• ••• •• •• ••• ••• ••• ••• • | and the second states when | a shaha a shaha a | al contella |

The Logic Fn Output xx object value is sent via the address linked with this object depending on the logical function configuration.

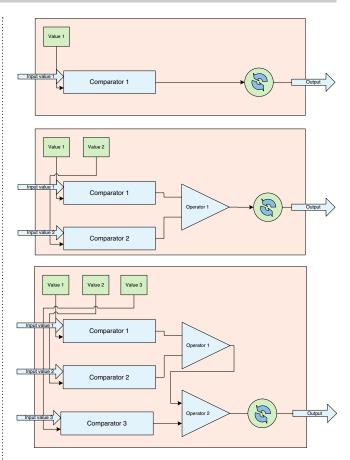
| Active Logic Function 1 | Yes | • |
|-------------------------|----------------|---|
| Input 1 : Object size | 1 bit | • |
| Input 1 : Type of value | On/Off | * |
| Input 1 : Value | On | • |
| Comparator 1 | = (Equal to) | * |
| Operator 1 | AND | |
| | | |
| Input 2 : Object size | 1 Byte | * |
| Input 2 : Type of value | Scaled value | * |
| Input 2 : Value | 50 | |
| Comparator 2 | < (Lower than) | • |
| Operator 2 | OR | • |
| | | |
| Input 3 : Object size | 1 bit | * |
| Input 3 : Type of value | Enable/Disable | * |
| Input 3 : Value | Disable | • |
| Comparator 3 | = (Equal to) | • |
| | | |

| Parameters | Setting | |
|--|--|------------------------------------|
| Active Logic | Yes / No | |
| function X | | |
| | | c function X should be used or |
| | | rameters will be visible. |
| | 1 bit/2 bits/4 bits/1 B | yte/2 Bytes/4 Bytes |
| size | | |
| | | t to set the datapoint size of the |
| | (X" communication ob | |
| value | "Input Size" value 1 bit | Possible setting values Value |
| value | | On/Off |
| | | Enable/Disable |
| | | Up/Down |
| | 2 bits | Value |
| | | Control Value |
| | 4 bits | Value |
| | 4 0103 | Dimming |
| | 1 Byte | Non-scaled value |
| | T Dyte | Scaled value |
| | | Scene |
| | 2 Butos | Unsigned value |
| | 2 Bytes | |
| | 4 Bytes | Floating value Unsigned value |
| | 4 Bytes | |
| Horo it is posible | l to make an adjustment | Floating value |
| | | it to set the datapoint type of |
| the comparison va | | 0.1 |
| Input 1 : value | 1 bit Value | 0, 1 |
| | 1 bit On/Off | On, Off |
| | 1 bit Enable/Disable | Enable / Disable |
| | 1 bit Up/Down | Up / Down |
| | 2 bits Value | 0, 1, 2, 3 |
| | 2 bits Control Value | Priority High / On |
| | | Priority High / Off |
| | | Priority Low / On |
| | | Priority Low / Off |
| | 4 bits Value | 0 → 15 |
| | 4 bits Dimming | Up 100%, Up 50%, Up 25%, |
| | | Up 12%, Up 6%, Up 3%, |
| | | Up 1%, Stop, Stop, Down |
| | | 1%, Down 3%, Down 6%, |
| | | Down 12%, Down 25%, |
| | | Down 50% |
| | 1 Byte Non-scaled | 0 → 255 |
| | value | |
| | 1 Byte Scaled value | 0 → 100% |
| | 1 Byte Scene | 1 → 64 |
| | 2 Bytes Unsigned | 0 → 65535 |
| | value | |
| | 2 Bytes Floating | 0 → 65535 |
| | value* | |
| | 4 Bytes Unsigned | 0 → 4294967295 |
| | value | |
| | 4 Bytes Unsigned | 0 → 4294967295 |
| | value | |
| Here it is posible t | | t to set the value that should be |
| | | e (received from the bus). |
| | e integer part is used. | |
| Comparator 1 | = (equal to) | |
| | != (not equal to) | |
| | <pre>(not equal to) </pre> <pre></pre> | |
| | | ual ta) |
| | <= (lower than or eq | ual to) |
| | > (higher than) | |
| This is a set of the set | >= (higher than or e | |
| | | omparator should be used to |
| | parameter and the val | ue received from the bus (Logic |
| Fn Input 1 XXX). Attention : Due to | errors of precision it | strongly recommanded not to |
| | errors of precision, it' | s strongly recommended not to |

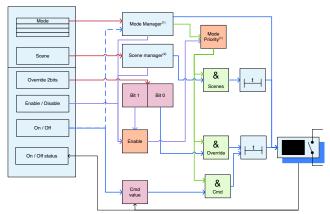
Attention : Due to errors of precision, it's strongly recommended not to use the "=" and "!=" comparator with floating value or scaled value.

| Parameters | Setting | |
|---|--------------------|--|
| Operator 1 | None | |
| | AND | |
| | OR | |
| | XOR | |
| | NAND | |
| | NOR | |
| Operator 1 | INUK | |
| Input 2 : Object | See "Input 1 | Object cize" perspector description |
| size | see input i | Object size" parameter description |
| | | ustment to set the datapoint size of the |
| "Logic Fn Input XX | | |
| Input 2 : Type of value | See "Input 1 : | Type of value" parameter description |
| Here it is posible to the compared value | | ustment to set the datapoint type of |
| | | value" parameter description |
| Input 2 : value | | |
| | | ustment to set the value that should be |
| | | KX value (received from the bus). |
| Comparator 2 | = (equal to) | |
| | != (not equal | |
| | < (lower that | |
| | | an or equal to) |
| | > (higher tha | an) |
| | | nan or equal to) |
| Here it is posible t | | ustment to choose which comparator |
| | | e 2 parameter and the value received |
| from the bus (Log | | |
| | • | ision, it's strongly recommended not to |
| | | with floating value or scaled value. |
| Operator 2 | None | with hoating value of scaled value. |
| Operator 2 | AND | |
| | | |
| | OR | |
| | XOR | |
| | NAND | |
| | NOR | |
| Operator 2 | | |
| Input 3 : Object | See "Input 1 : | Object size" parameter description |
| size | | |
| | | ustment to set the datapoint size of the |
| "Logic Fn Input XX | X" communic | ation object. |
| Input 3 : Type of value | See "Input 1 : | Type of value" parameter description |
| | l o mako an adi | ustment to set the datapoint type of |
| the compared value | | usinent to set the datapoint type of |
| | | : value" parameter description |
| | | |
| | | usment to set the value that should be |
| | | XX value (received from the bus). |
| Comparator 3 | = (equal to) | |
| | != (not equal | |
| | < (lower that | |
| | <= (lower that | an or equal to) |
| | > (higher tha | an) |
| | >= (higher tl | nan or equal to) |
| Comparator 3 | | |
| Output : Type of result | | Logic result 🔹 |
| | | |
| Ouput : Send condition | | Result change * |
| Output : Type of result | | Fixed value 🔹 |
| Ouput : Send condition | | Input 1 event |
| Output : Object size | | |
| Output : Type of value | | 1 Byte |
| earbor a type of aging | Scene | |
| Output : Value | | |

| • · · · · | Setting | | |
|--------------------|--|---|--|
| Output Result | Logic Result | | |
| | Fixed value er that determines which ki | and of volve should be sent | |
| | put object. It can be the log | | |
| preset value (fixe | | gic operation result or a | |
| Output Send- | | | |
| Condition | Result change Result is true | | |
| condition | Result is false | | |
| | Input 1 event | | |
| | Input 2 event | | |
| | Input 3 event | | |
| | Input 1 or 2 or 3 event | | |
| Here it is posible | to make a parameter that d | letermines the trigger | |
| | Logic Fn Output object tele | | |
| Input 1 Size | 1 bit | <i>y</i> y | |
| • | 2 bits | | |
| | 4 bits | | |
| | 1 Byte | | |
| | 2 Bytes | | |
| | 4 Bytes | | |
| Here it is posible | to make an adjustment to s | set the datapoint size of the | |
| "Logic Fn Output | " communication object. | 1 | |
| Value 1 Type | "Input Size" value | Possible setting values | |
| | 1 bit | Value | |
| | | On/Off | |
| | | Enable/Disable | |
| | | Up/Down | |
| | 2 bits | Value | |
| | | Control Value | |
| | 4 bits | Value | |
| | | Dimming | |
| | 1 Byte | Non-scaled value | |
| | | Scaled value | |
| | | Scene | |
| | 2 Bytes | Unsigned value | |
| | | Floating value | |
| | 4 Bytes | Unsigned value Floating value | |
| Here it is posible | to make an adjustment to s | | |
| the comparison e | | set the datapoint type of | |
| Value 1 | 1 bit Value | 0, 1 | |
| | 1 bit On/Off | On, Off | |
| | 1 bit Enable/Disable | Enable / Disable | |
| | | | |
| | 1 bit Up/Down | Up / Down | |
| | 1 bit Up/Down 2 bits Value | Up / Down 0, 1, 2, 3 | |
| | 2 bits Value | 0, 1, 2, 3 | |
| | | 0, 1, 2, 3 Priority High / On | |
| | 2 bits Value | 0, 1, 2, 3 Priority High / On Priority High / Off | |
| | 2 bits Value | 0, 1, 2, 3 Priority High / On | |
| | 2 bits Value | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On | |
| | 2 bits Value 2 bits Control Value | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off | |
| | 2 bits Value 2 bits Control Value 4 bits Value | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off 0 \rightarrow 15 | |
| | 2 bits Value 2 bits Control Value 4 bits Value | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop | |
| | 2 bits Value 2 bits Control Value 4 bits Value | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off 0 \rightarrow 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, | |
| | 2 bits Value 2 bits Control Value 4 bits Value | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop | |
| | 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off 0 \rightarrow 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, | |
| | 2 bits Value 2 bits Control Value 4 bits Value | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, | |
| | 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming 1 Byte Non-scaled value 1 Byte Scaled value | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% | |
| | 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming 1 Byte Non-scaled value | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255 | |
| | 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming 1 Byte Non-scaled value 1 Byte Scaled value | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255 0 → 100% | |
| | 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming 1 Byte Non-scaled value 1 Byte Scaled value 1 Byte Scene | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255 0 → 100% 1 → 64 | |
| | 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming 1 Byte Non-scaled value 1 Byte Scaled value 1 Byte Scene 2 Bytes Unsigned value | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255 0 → 100% 1 → 64 0 → 65535 | |
| | 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming 1 Byte Non-scaled value 1 Byte Scaled value 1 Byte Scene 2 Bytes Unsigned value 2 Bytes Floating value | 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 6%, Down 50% 0 → 255 0 → 100% 1 → 64 0 → 65535 0 → 65535 | |



Synoptic: output behaviours



⁽¹⁾Mode manager

Four modes are applicable. Each mode determines if the output should be available or not (very high priority) If the output is inactive, the output cannot be managed by any object as long as the current mode is active, otherwise, objects "Scene", "Override", "Enable/Disable", "On/Off" are usable.

It's possible to determine the action to do when the desired mode is launched.

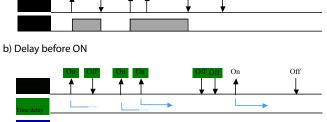
⁽²⁾Scene manager

Each output can be assigned to 5 instances of scenes. An instance scene is defined by a scene number and a value preset. If the scene number is set to the value "0", the scene instance is not used.

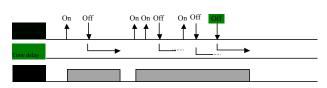
Scenes action can be executed after a time delay. This time delay is independent and overrides the outputs' delay parameters "time before off" and "time before on".

Output delay parameters

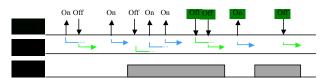




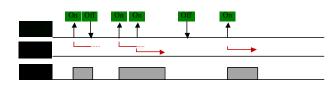
c) Delay before OFF



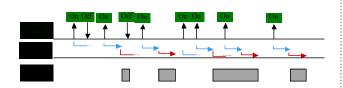
d) Delay before OFF + delay before ON



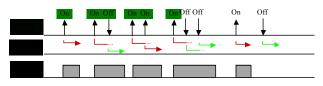
e) Auto Switch OFF



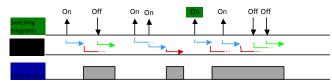
f) Delay before ON + Auto Switch OFF



g) Delay before OFF + Auto Switch OFF



h) Delay before ON + Delay before OFF + Auto Switch OFF



Technical data sheet: S000074637EN-5