

KNX multiapplication controller 16 outputs

Catalogue number(s): 0 484 22

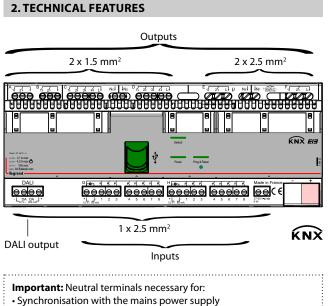


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1. USE

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)

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			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

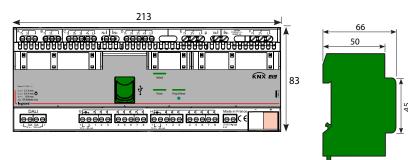
For controlling 64 DALI ballasts in Broadcast mode. Pairing between the device and the DALI output is not necessary. The DALI BUS power supply is incorporated in the device. Imax 128 mA/12 V=. If I is greater than 128 mA, use an external power supply (remove the jumpers from the DALI terminals).

Control inputs

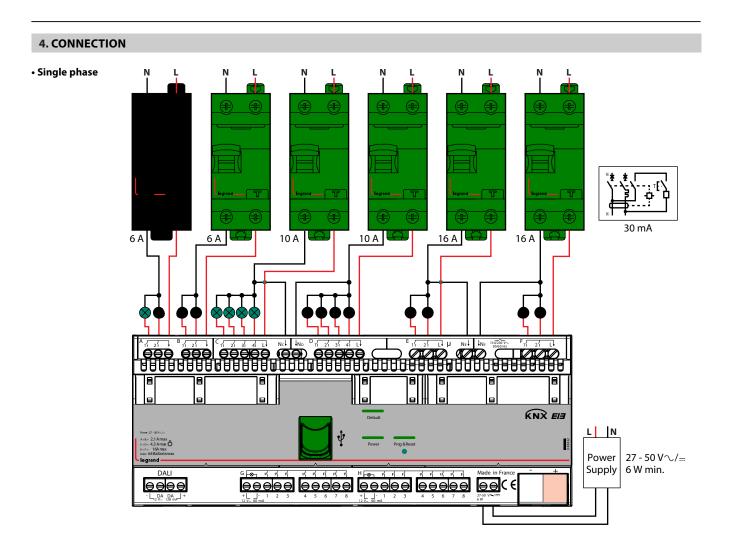
- Blocks G and H.

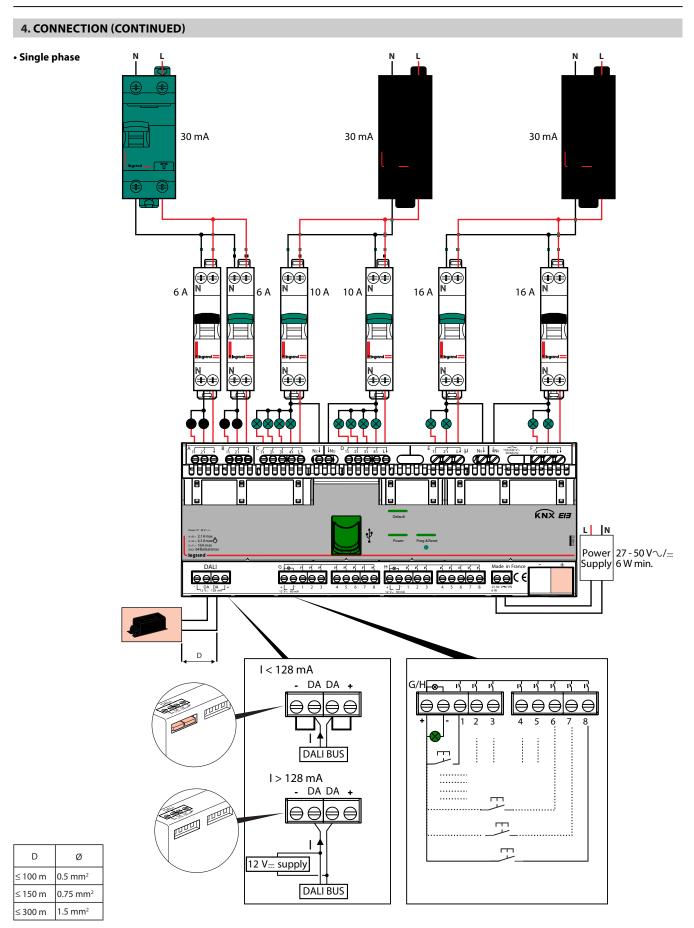
The device has 2 blocks each one having power supply output ($12 V_{\pm}$) and 8 auxiliary inputs. Switches or pushbuttons can be connected to the inputs in order to send ON/OFF, dimming, shutter raising/lowering or scenario control commands, their settings can be configured using the ETS configuration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

3. DIMENSIONS



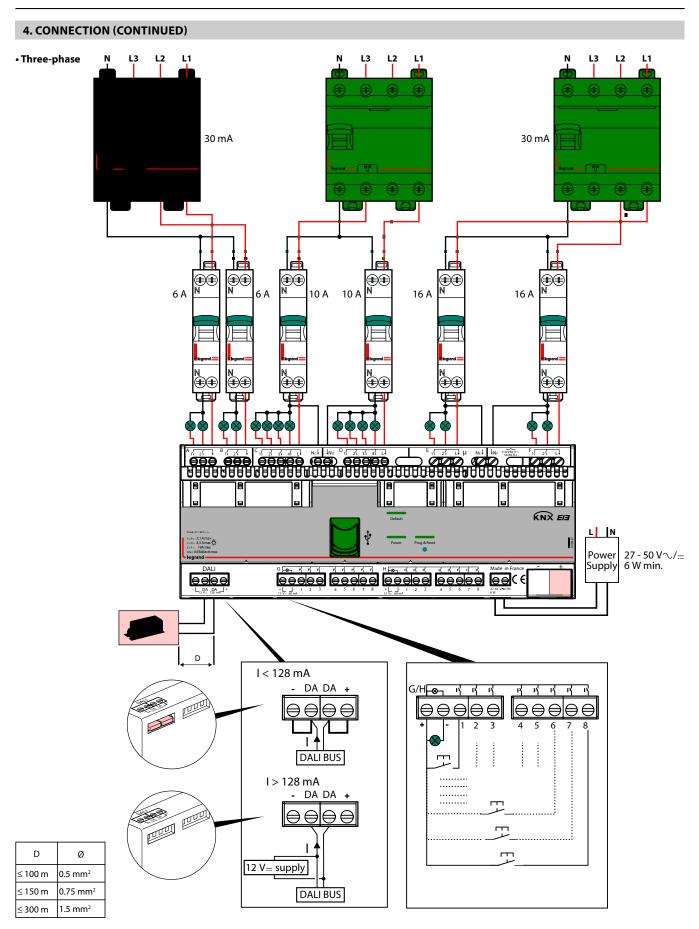
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The room controller has a 12 V - 128 mA power supply for the DALI output. With the jumpers connected, it can power the DALI BUS.

Created: 15/04/2014

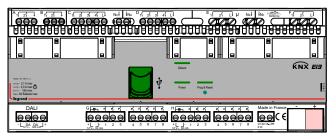


The room controller has a 12 V - 128 mA power supply for the DALI output. With the jumpers connected, it can power the DALI BUS.

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.

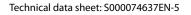
Add enable of	oject
---------------	-------

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

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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

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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.

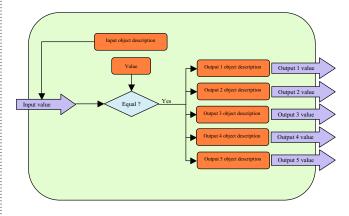
Setting				
Yes / No				
This is a parameter that indicates if Program X should be used or not. If				
ation object parameters will be visible.				
string				
r to name the program. There is no influence on the				
string				
r to name the input function.				
1 bit				
2 bits				
4 bits				
1 Byte		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

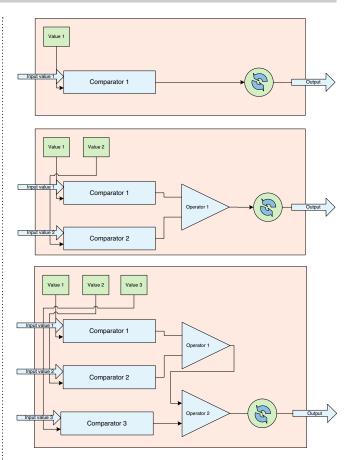
Active Logic Function 1	Yes	•
Input 1 : Object size	1 bit	•
Input 1 : Type of value	On/Off	*
Input 1 : Value	On	•
Comparator 1	= (Equal to)	*
Operator 1	AND	
Input 2 : Object size	1 Byte	*
Input 2 : Type of value	Scaled value	*
Input 2 : Value	50	
Comparator 2	< (Lower than)	•
Operator 2	OR	•
Input 3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

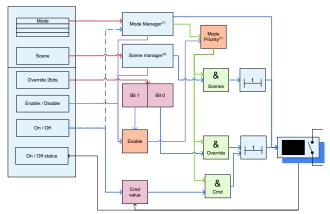
Attention : Due to errors of precision, it's strongly recommended not to use the "=" and "!=" comparator with floating value or scaled value.

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.

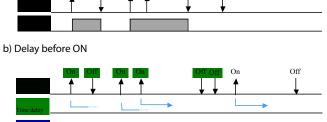
⁽²⁾Scene manager

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.

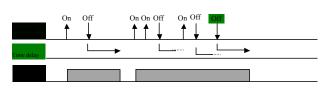
Scenes action can be executed after a time delay. This time delay is independent and overrides the outputs' delay parameters "time before off" and "time before on".

Output delay parameters

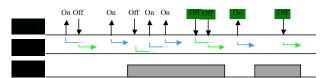




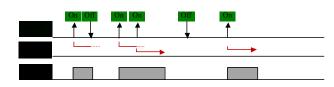
c) Delay before OFF



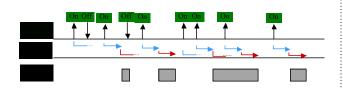
d) Delay before OFF + delay before ON



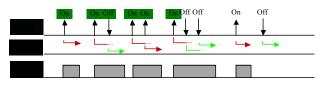
e) Auto Switch OFF



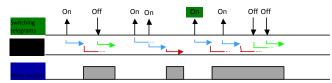
f) Delay before ON + Auto Switch OFF



g) Delay before OFF + Auto Switch OFF



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



Technical data sheet: S000074637EN-5