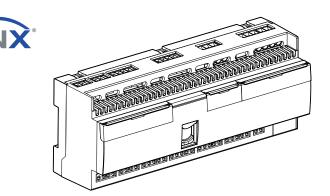


KNX multiapplication controller 16 outputs

Catalogue number(s): 0 484 22



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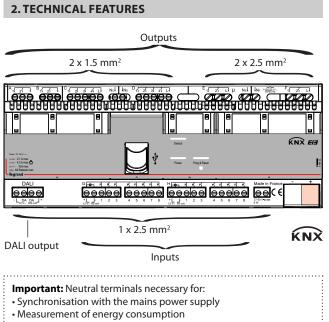
1. USE

DALI

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 "blocks" for sending a command according to 3 conditions and 3 other "program blocks" for sending 5 different actions on 1 command.



2. TECHNICAL FEATURES (CONTINUED)

Device power supply	27-50 V∿/ - 6 W
Terminal type	Screw
Number of load terminals	16 outputs A - B: 2.1 A blocks 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

6 Compact fluorescent bulbs with built-in ferromagnetic ballast

2. TECHNICAL FEATURES (CONTINUED)

		0		2		8		G		6		6		0		8		9	
		₽ ₽)	+ ∲/ <u>∏</u>		+ ∲/ቧ				Û	,	Û	ļ		<i>¶</i>	-O	Ð		
			Ž4		- 🔗	+	\otimes	\square					⊗	-Å		M)	M	0
	230 V \sim	80 VA	0.3 A	250 VA	1.1 A	250 VA	1.1 A	2 (2 x 36) W	0.8 A	80 VA 40 VA	021	80 VA	0.3 A	500 W	2.1 A	250 VA	1.1 A	250 VA	1.1 A
Outputs	110 V \sim	40 VA	0.5 A	125 VA	1.1 A	125 VA	1.1 A	1 (2 x 36) W	0.0 A	40 VA	0.5 A	40 VA	0.5 A	250 W	2.1 A	125 VA	1.1 A	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
																1			
	$230V\infty$	160 VA	0.7 A	500 VA	2.1 A	500 VA	2.1 A	4 (2 x 36) W	17A	160 VA	0 7 A	160 VA	0 7 A	1000 W	4 3 A	500 VA	2.1 A	500 VA	2.1 A
C - D	110 V \sim	80 VA	•	250 VA	,	250 VA		2 (2 x 36) W		80 VA		80 VA	017 71	500 W		250 VA	2	250 VA	
	230 V \sim	500 VA	2.1 A	1000 VA	4.3 A	1000 VA	4.3 A	10 (2 x 36) W	4.3 A	500 VA 250 VA	2.1 A	500 VA	2.1 A	3680 W	16 A	500 VA	2.1 A	500 VA	12.1 A
E-F	110 V \sim	250 VA		500 VA		500 VA		5 (2 x 36) W		250 VA		250 VA		1760 W		250 VA		250 VA	N

Halogen bulbs

8 Motors

Ontactors

LED bulbs

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

3 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

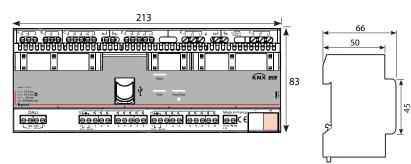
For controlling 64 DALI ballasts in Broadcast mode. Pairing between the device and the DALI output is not necessary. The DALI BUS power supply is incorporated in the device. Imax 128 mA/12 V ... If I is greater than 128 mA, use an external power supply (remove the jumpers from the DALI terminals).

Control inputs

- Blocks G and H.

The device has 2 blocks each one having power supply output (12 V....) 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).

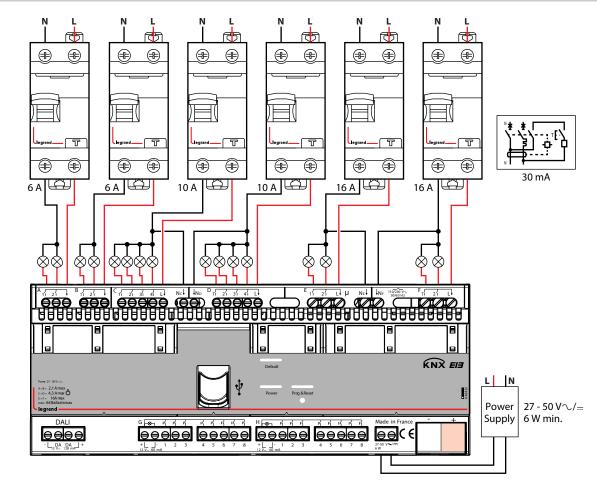
3. DIMENSIONS

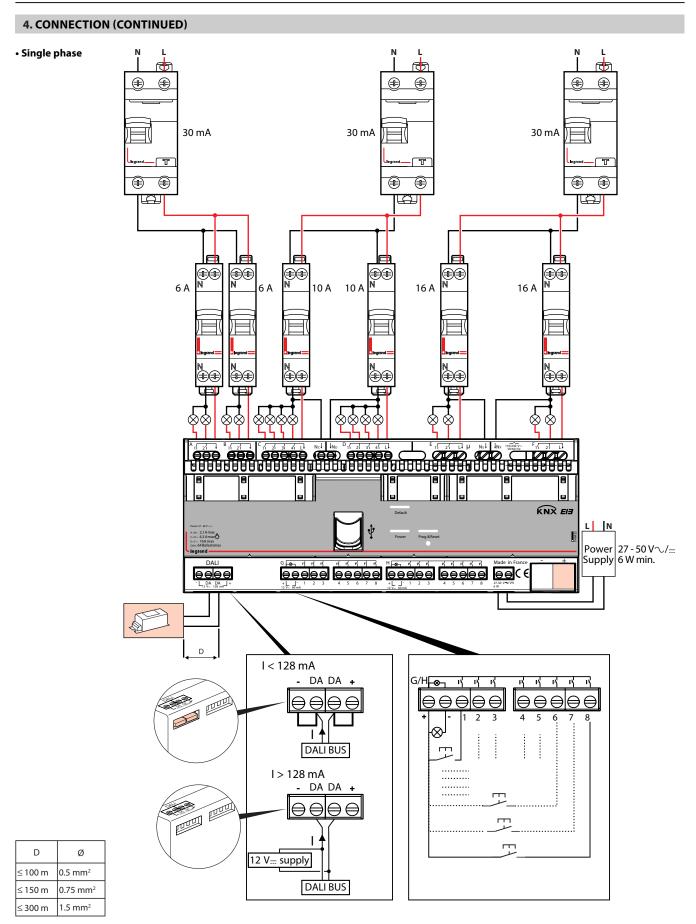


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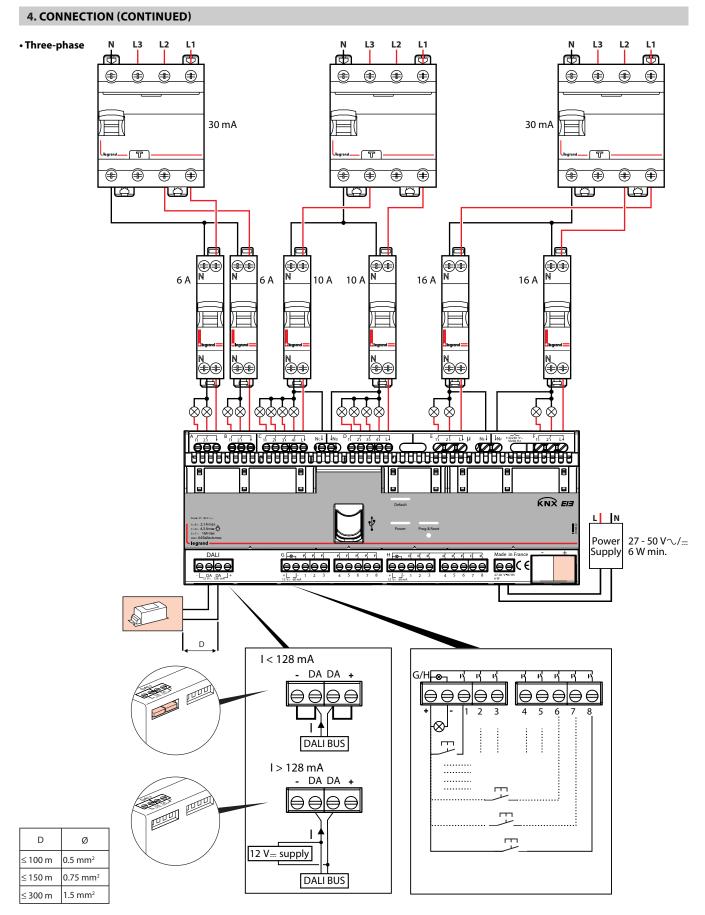


• Single phase





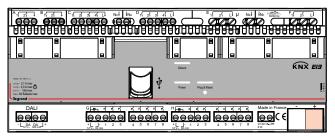
The room controller has a 12 V - 128 mA power supply for the DALI output. With the jumpers connected, it can power the DALI BUS.



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.

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	G1	G2	G3	G4	G5	G6	G7	G8	H1	H2	H3	H4	H5	H6	H7	H8
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 Electronic Equipment)
- 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

7. MAINTENANCE

"Fault" LED Default

- OFF: no fault

USB (do not use)

power off and then back on.

Programming & Reset LED Prog & Reset - OFF: the device is not in programming mode.

powered. The device is not in programming mode

Reserved for firmware update by the manufacturer.

default settings. All the LEDs flash during the reset phase

- Short press (less than 1 second):

correctly connected/powered

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

- ON: indicates a fault. The device must be restarted by switching the

. - Flashing: the device is "busy". Do not switch off the power supply

• On steady: the device is in programming mode and the KNX cable is

• Flashing (1 cycle of 3 flashes): the KNX cable is not correctly connected/

- Short press (less than 1 second) + long press (10 seconds): restoration of

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

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:

No.	Object name	Function	Size	Flags					
2	Input G(,H)1 (2 \rightarrow 8)	Switching	1.001 DPT	CWT					
(9, 16, 23,		Switching	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									
3	Input G(,H)1 (2 \rightarrow 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	lress linked wit	h this					
object.									
They are o	nly visible if "Add statu	us object" parar	<u>meter value is s</u>	et to yes.					
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									
Enable tele	egrams are received vi	ia the group ad	dress linked wi	th this					
object. The	ey are used to lock (dis	sable) or unlock	(enable) the c	orres-					
ponding ir									
They are or	nly visible if "Add enab	le object" paran	neter value is se	et to yes.					
• Switch									
Usage		Use separately		•					
G1 : Main funct	ion	Switching 👻							

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
-	On
	Off
	Toggle
Here an adjustment is made to define which	
into the storage cell of the communication	3
rising edge in the signal status at the chan	,
corresponds to a change in the signal statu	5 5
"0" to "1".	
" <u>No reaction</u> ": An edge change at the inpu	t does not change the objec
value and also does not send a telegram.	
" <u>On</u> ": In the event of a rising edge the swite	5
value, "1") is transferred into the communi-	
" <u>Off</u> ": In the event of a rising edge the swit	
value,"0") is transferred into the communic	,
"Toggle": In the event of a rising edge, the	3
the communication object is inverted and	the new value is sent.
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 communication	n object and sent after a
falling edge in the signal status at the char	nnel (input). The falling edge
corresponds to a change in the signal state	
"1" to "0".	
" <u>No reaction</u> ": An edge change at the inpu	t does not change the object
value and also does not send a telegram.	<u> </u>
"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	5
"Toggle": In the event of a rising edge, the	,
the communication object is inverted and	3
	Yes / No
The parameter determines if an additional	
•	· · ·
tus) shall be used to perform toggle functi	Normally open contact
Contact type	
	Normally closed contact
The contact type of the input connected to	o the channel is adjusted
here.	
" <u>Normally open contact</u> ": the contact of th	he input is active when
closed, inactive when opened.	
" <u>Normally closed contact</u> ": the contact of t	the input is active when
opened, inactive when closed.	Yes / No
Add enable object	
Add enable object The parameter determines if the input can	
Add enable object	

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
Add enable object	No

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.

"No reaction": 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-

nication 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.

"Toggle": After a long push, the switching value stored in the commu-

nication object is inverted and the new v	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 minimun	n period for detecting a long			
push.				
Add status object	Yes / No			
The parameter determines if an addition	al communication object (sta-			
tus) shall be used to perform toggle functionality 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 on on contact", the contact of the input is active when				

'<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 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.

Shutter 1-input

No.	Object name	Function	Size	Flags
2	Input G(,H)1 (2 → 8)	Shutter Up/	1.008 DPT_	CWT
(9, 16, 23,		Down	UpDown	
30, 37, 44,				
51, 58, 65,				
72, 79, 86,				
93, 100,				
107)				
The mover	ment commands Up/D	own are sent v	via the address	linked
with this o	bject in order to raise/	lower the solar	protection.	
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)				
The comm	and "STOP" or "Slats O	PEN/CLOSE" are	e sent via the g	roup
address lin	ked 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 tele	egrams are received via	5 .		
	ey are used to lock (disa	ble) or unlock	enable) the co	rrespo
	· ·			
ding input	· ·			

Usage Use separately G1 : Main function Shutter 1-input Function Switch Switching value when contact is closed Up Switching value when contact is opened Stop 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			
Here an adjustment is made to define which movement command is				
written into the storage cell of the communication object and sent				
	ge corresponds to a change in the			
signal status at the input from logical "0" to "1".				
	hange the object value and also does			
not send a telegram.				
	the command UP is transferred into			
the communication object and s				
	ve, the command DOWN is transferred			
into the communication object a				
Switching value when contact i				
opened	Stop			
	efine which switching movement			
	rage cell of the communication object			
	ne signal status at the channel (input).			
5 5 1	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.	the state of the second state is the second			
	tive, the command stop is transferred			
into the communication object a	Í.			
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 The parameter determines if the 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 transmitted.				
Push				
T ush				
Usage	Use separately			
G1 : Main function				
GI : Main function	Shutter 1-input			
Function	Push 👻			
Short push reaction	Stop 🔻			
Long push reaction	Cyclical Up/Down			
Long push release				
Long push release	No reaction			
Long push button action min.	2 seconds 🔹			
Contact type	Normally open contact			
Add enable object	No			
	ush button for moving shutter up and			
	pening and closing of the slats. To achieve			
his a distinction is made between sh	fort and long push action.			

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 which		
written into the storage cell of the commu		
after a short press the push button attache		
"No reaction": action does not change the		
not send a telegram.	,	
Cyclical Up / Down + stop: each short push	n transfers the following	
sequence command values into the comm		
Down, Stop, Up, Stop, Down, Stop, etc.		
Up + stop: each short push transfers the fo	llowing sequence command	
values into the communication object: Up,		
Down + stop: each short push transfers the	e following sequence com-	
mand values into the communication obje		
Cyclical Up / Down: each short push transf		
command values into the communication		
etc.	objecti op, 2001., op, 2001.,	
Stop: a short push transfers into the comm	unication object the stop	
command value ("1" or "0").	initiation object the stop	
Open slats: a short push transfers into the	communication object the	
stop (open slats) command value ("0").		
Close slats: a short push transfers into the	communication object the	
stop (close slats) command value ("1").	,	
Up: a short push transfers into the commu	nication object the Up	
command (value "0").	, i	
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 which		
written into the storage cell of the commu		
after long pressing the push button attach	ied to the input.	
" <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 co	ommunication object the Up	
command (value "0").		
Down: a long push action send the Down	command (value "1")	
Cyclical Up / Down: each push sends only one telegram as toggle reac-		
tion depending on the previous value: Up, Down, Up, Down, etc.		
Stop: a long push action sends the stop command (value "1" or "0")		
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-	vious value.	
Open slats: a long push action transfers int	to the communication object	
he stop (open slats) command (value "0").		
Close slats: a long push action transfers into the communication object		

Close slats: a long push action transfers into the communication object the stop (close slats) command (value "1").

Parameters	Setting
Long push release	No reaction
	Stop
Here an adjustment is made to defi	ne which value is written into the
storage cell of the communication of	object and sent when releasing the
push button after a long press.	
No reaction: action does not chang	e the object value and also does not
send a telegram.	
Stop: the stop command (value "1"	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	ditional communication object
(status) shall be used to realize togo	gle functionality or other purposes.
Contact type	Normally open contact
	Normally closed contact
The contact type of the input attack	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

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-bits scene control

No.	Object name	Function	Size	Flags
5	Input G(,H)1 (2 \rightarrow 8)	8-bits scene	17.001	CT
(12, 19,			DPT_Scene-	
26, 33, 40,			Number	
47, 54, 61,				
68, 75, 82,				
89, 96,				
103, 110)				
The telegrams to recall the scene with the configured number				
(between	<u>1 and 64) are sent via t</u>	he group addr	ess link with th	<u>is object.</u>
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

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.

• Switch	
Usage	Use separately 🔹
G1 : Main function	8-bits scene control
Function	Switch
Scene num. on rising edge	1
Scene num. on falling 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 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 recalled			
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 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 can be blocked via an additional			
	Enable object or not. If an input is blocked (Enable value = 0) the status		
Enable object or not. If an input is blocked	l (Enable value = 0) the status		

• Push

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 attached 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 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 → 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 are	e sent via the ad	ddress
linked with	<u>this object in order to</u>	o raise/lower tl	<u>ne solar protect</u>	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	grams are received via	the group add	lress 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.

Parameters	Setting		
Value when contact is closed	Priority High / On		
	Priority High / Off		
	Priority Low / On		
	Priority Low / Off		
Here an adjustment is made to define wh	ich value is written into the		
storage cell of the communication object and sent after a rising edge			
in the signal status of the channel (input)	The rising edge corresponds		
to a change in the signal status at the inp	ut from logical "0" to "1".		
Value when contact is opened Priority High / On			
	Priority High / Off		
	Priority Low / On		
	Priority Low / Off		
Here an adjustment is made to define which value is written into the			
storage cell of the communication object and sent after a falling edge			
in the signal status of the channel (input). The falling edge corresponds			
to a change in the signal status at the input from logical "1" to "0".			
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 input is active when			

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

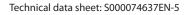
Add enable object	Yes / No
-------------------	----------

The parameter determines if the input 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	
--------	--

Usage	Use separately
G1 : Main function	Priority
Function	Push
Short push reaction	Priority High / On 🔹
Long push reaction	Priority High / Off 🔹
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 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 def	ine which positive drive value is
written into the storage cell of the	communication object and sent
after short pressing the push butto	on 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 def	ine which value is written into the
storage cell of the communication	object and sent after long pressing
the push button attached to the in	put.
Long push action min.	0.5 second
	1 second
	2 seconds
	3 seconds
	4 seconds
	5 seconds
	10 seconds
This parameter determines the mir	nimum period for detecting a long
push.	
Contact type	Normally open contact
	Normally closed contact
	hed to the channel is adjusted here.
"Normally open contact": the contact	act of the input is active when
closed, inactive when opened.	
"Normally closed contact": the con	tact of the input is active when
opened, inactive when closed.	1
Add enable object	Yes / No
The parameter determines if the in	put 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	1	Size	Flags	
5	Input G(,H)1 (2 \rightarrow 8)	Counting		5.010	CT	
(12, 19,			,	DPT_Va-	-	
26, 33, 40,				lue_1_		
47, 54, 61,				Ucount		
68, 75, 82,						
89, 96,						
103, 110)						
	ams with the counter v	alue are s	entv	ia the group a	Idress	
	n this object.	ande are s	, crite v	ia the group a	aaress	
3	Input G(,H)1 (2 \rightarrow 8)	Reset		1.015	CW	
(10, 17,		Counter		DPT_Reset		
24, 31, 38,						
45, 52, 59,						
66, 73, 80,						
87, 94,						
101, 108)						
	m linked with this obje	ct is receiv	/ed. t	hen the counte	r value is	
	e minimum value set by					
4		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	o add	ress linked with	n this	
	y are used to lock (disa					
ding input						
They are o	nly visible if "Add enabl	e object" p	oaran	neter value is se	et to yes.	
Paramete	rs		Sett	ina		
Minimum				255, 0		
An adjustment is made via this parameter to define which minimum is						
the minimum possible counter value.						
	In case of "decrement" value of "Increment decrement" parameter, the					
next counter value is set to the maximum value.			,			
Maximum				255, 255		
An adjustment is made via this parameter					านm	
	e maximum possible o					
	'increment" value of "Ir			ement" parame	ter, the	
	ter value is set the min			•		
Incremen	t / Decrement		Incr	ement		
			Decrement			
Here an adjustment is made to define if the counter has to be incre-						
mented/decremented by 1 after each rising edge.						
Add "Reset counter" Object Yes / No						
This param	neter determines if the	"Reset Co				
Contact ty	/pe		Nor	mally open co	ntact	
				nally closed co		
	ct type of the input att					
" <u>Normally open contact</u> ": the contact of the input is active when						
closed, inactive when opened.						
"Normally	closed contact": the co	ontact of t	he in	put is active w	hen	
opened, inactive when closed.						
Add enab			Yes /			
	eter determines if the					
Enable obj	iect or not. If an input i		(Ena	ble value = 0) t	he status	
	t this input are not trar					

Dimming

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
Contact type	Normally open contact
Add enable object	No

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.				
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 dimmi	ng telegrams are sent	to the dimmind	actuator via th	ne arou

The dimming telegrams are sent to the dimming actuator via the group address linked with this object. In the process, a long push produces 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	Input G(,H)1 (2 \rightarrow 8)	Enable		1.003 DPT	CW
(11, 18,		LINGOIC		Enable	
25, 32, 39,				Lindbie	
46, 53,					
60, 67, 74,					
81, 88, 95,					
102, 109)					
	grams are received via	the arour	add	ress linked with	n this
	y are used to lock (disa				
ding input					
	nly visible if "Add enabl	e object" r	baran	neter value is se	et to "Yes".
Paramete	rs		Sett	ina	
	value on short push			eaction	
,			On		
			Off		
			Tog	ale	
Here an ad	justment is made to d	efine whic			s written
	, prage cell of the comm				
	ne push button attache				
	on": A short push does				and also
	end a telegram.			-	
" <u>On</u> ": After	short push, the switch	ning value	"ON"	(binary value,	"1") is
transferred	l into the communicat	ion object	t and	sent.	
" <u>Off</u> ": After	r short push, the switch	hing value	e"OFF	" (binary value	"0") is
transferred	l into the communicat	ion object	t and	sent.	
" <u>Toggle</u> ": A	fter short push, the sv	vitching v	alue	stored in the co	ommuni-
cation obje	ect is inverted and the	new value	e is se	ent.	
Switching	value on long push		No r	eaction	
			On		
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 short push does not change the object value and also					
	does not send a telegram. " <u>On</u> ": After short push, the switching value "ON" (binary value, "1") is				
					1 ") IS
transferred into the communication object and sent. Dimming value on long push Dim +/-					
Dimining	value on long push		Dim		
			Dim		
			-	_ eaction	
Here an ad	iustment is made to d	efine whic			written
	Here an adjustment is made to define which dimming 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 send a telegram.				
	" <u>Dim+/-</u> ": After long push, the dimming value stored in the communi-				
	cation object is inverted and the new value is sent.				
" $\underline{\text{Dim}}$ +": After short push, the dimming value "Increase 100%" is trans-					
	ferred into the communication object and sent.				
	ter short push, the dim				is trans-
	the communication o				
	value on push release			eaction	
			Stop		
	justment is made to d				
	orage cell of the comm		ı obje	ect and sent wh	ien relea-
	sing a push button after a long press.				
	on": A long push does i	not chang	e the	object value a	nd also
	end a telegram.				
	"Stop": When the push button is released after a long push, the dim-				
Iming value	"Stop" is transferred in	nto the co	mmi	inication object	tand

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 fu	inctionality 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 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 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.

1 x 1 unsigned byte

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

No.	Object name	Function	Size	Flags
5	Input G(,H)1 (2 → 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,				
00.05	1	1	1	

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 $0 \rightarrow 255, 1$			
Here an adjustment is made to define which unsigned 8-bit value is written into the storage cell of the communication object and sent after a rising edge in the signal status at the channel (input). The rising edge corresponds to a change in the signal status at the input from logical "0" to "1".			
Contact type	Normally open contact		
Normally closed contact			
The contact type of the input attached to " <u>Normally open contact</u> ": the contact of th closed, inactive when opened.	ne input is active when		
"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	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 is clo	osed	0 → 255, 1
Here an adjustment is made to value is written into the storage sent after a rising edge in the si rising edge corresponds to a ch	cell of the gnal status	communication object and at the channel (input). The
from logical "0" to "1".	5	5
Byte value when contact is op	ened	0 → 255, 0
Here an adjustment is made to written into the storage cell of t after a falling edge in the signal falling edge corresponds to a ch from logical "1" to "0".	he commu status at tł	nication object and sent ne channel (input). The
Contact type		Normally open contact Normally closed contact
The contact type of the input at " <u>Normally open contact</u> ": the co closed, inactive when opened. " <u>Normally closed contact</u> ": the o opened, inactive when closed.	ontact of th	e input is active when
Add enable object		Yes / No
The parameter determines if the Enable object or not. If an input changes at this input are not tra	is blocked	
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	

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 wh	ich unsigned 8-bit value is
written into the storage cell of the comm	unication object and sent
after short pressing the push button atta	ched to the input.
Byte value on long push	0 → 255, 0
Here an adjustment is made to define wh	ich unsigned 8-bit value is
written into the storage cell of the comm	unication object and sent
after long pressing the push button attac	hed 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 minimum push.	period for detecting a long
Contact type	Normally open contact
	Normally closed contact
The contact type of the input attached to	
" <u>Normally open contact</u> ": the contact of t	he 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.	

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
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 wit	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)				
	ng status telegrams are			
	up address linked with			visible
when the p	parameter "Add status o		1	
4	Input G(,H)1 (3 \rightarrow 7)+	Enable	1.003 DPT_	CW
. , ,	G(,H)2 (4 → 8)		Enable	
46, 60, 74,				
88, 102)				
, ,		the group add	lress linked with	n this
Enable tele	egrams are received via	5 .		
Enable tele object. The	ey are used to lock (disa	5 .		
Enable tele object. The ding input	ey are used to lock (disa	ble) or unlock	(enable) the co	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	
into the storage cell of the communication		into the storage cell of the communicatio	
pressing of the push button attached to		pressing of the push button attached to	
" <u>No reaction</u> ": A short push does not cha		" <u>No reaction</u> ": A short push does not cha	•
does not send a telegram.	ige the object value and also	does not send a telegram.	ige the object value and also
5	······································		• "ON" (bin emuseluse "1") is
" <u>On</u> ": After short push, the switching valu transferred into the communication obje		" <u>On</u> ": After short push, the switching valu transferred into the communication obje	
,			
" <u>Off</u> ": After short push, the switching value		" <u>Off</u> ": After short push, the switching valu	
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		cation object is inverted and the new val	
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		pressing of the push button attached to	
" <u>No reaction</u> ": A long push does not char	ige the object value and also	" <u>No reaction</u> ": A long push does not chan	ge the object value and also
does not send a telegram.		does not send a telegram.	
"On": A long push, the switching value "C		" <u>On</u> ": A long push, the switching value "O	
ferred into the communication object an	d sent.	ferred into the communication object an	
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	ich dimming value is writter
Here an adjustment is made to define wh	nich dimming value is written	into the storage cell of the communication	
into the storage cell of the communication		pressing the push button attached to the	input.
pressing the push button attached to the		" <u>No reaction</u> ": A long push does not chan	
" <u>No reaction</u> ": A long push does not char		does not send a telegram.	<u></u>
does not send a telegram.	ge the object value and also	" $\underline{\text{Dim}}$ +" After short push, the dimming va	lue "Increase 100%" is trans-
" <u>Dim +</u> " After short push, the dimming va	alue "Increase 100%" is trans-	ferred into the communication object an	
ferred into the communication object an		" <u>Dim -</u> ": After short push, the dimming va	
"Dim -": After short push, the dimming va		ferred into the communication object an	
ferred into the communication object an			
	No reaction	Xn+1 - Dimming value on release push No reaction Stop	
Xn - Dimming value on release push	Stop	Here an adjustment is made to define wh	
Here an adjustment is made to define wh			
		into the storage cell of the communication	in 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.		" <u>No reaction</u> ": 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.		"Stop": When the push button is released	
" <u>Stop</u> ": 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.	1.
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
	10 seconds	This parameter determines the minimum	
This parameter determines the minimum		push.	,
push.	,	Add status object	Yes / No
<u></u>		The parameter determines if an additional	
		tus) shall be used to perform toggle func	
		Contact type	Normally open contact
		contact type	Normally closed contact
		The contact time of the insult attack and the	
		The contact type of the input attached to	the channel is adjusted here
		"Normally open contact": the contact of t	the channel is adjusted her
		"Normally open contact": the contact of t closed, inactive when opened.	the channel is adjusted her he input is active when
		" <u>Normally open contact</u> ": the contact of t closed, inactive when opened. " <u>Normally closed contact</u> ": the contact of	the channel is adjusted her he input is active when
		" <u>Normally open contact</u> ": the contact of t closed, inactive when opened. " <u>Normally closed contact</u> ": the contact of opened, inactive when closed.	the channel is adjusted here he input is active when the input is active when
		" <u>Normally open contact</u> ": the contact of t closed, inactive when opened. " <u>Normally closed contact</u> ": the contact of opened, inactive when closed. Add enable object	the channel is adjusted here he input is active when the input is active when Yes / No
		" <u>Normally open contact</u> ": the contact of t closed, inactive when opened. " <u>Normally closed contact</u> ": the contact of opened, inactive when closed. Add enable object The parameter determines if the input ca	the channel is adjusted here he input is active when the input is active when Yes / No n be blocked via an addition
		" <u>Normally open contact</u> ": the contact of t closed, inactive when opened. " <u>Normally closed contact</u> ": the contact of opened, inactive when closed. Add enable object	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
Function	Switch
G1 : Sw value when contact is closed	Up
G1 : Sw value when contact is opened	Stop
G2 : Sw value when contact is closed	Down
G2 : Sw value when contact is opened	Stop
Contact type	Normally open contact
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 whi	ch movement command is	
written into the storage cell of the commu	nication object and sent	
after a rising edge. The rising edge corresp	onds 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 comr	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 whi	ch switching movement	
command is written into the storage cell o	f the communication object	
and sent after a falling edge in the signal s	tatus at the channel (input).	
The falling edge corresponds to a change	in the signal status at the	
input from logical "1" to "0".		
"No reaction": action does not change the	object value and also does	
not send a telegram.		
"Stop": when the contact is inactive, the command stop is transferred		
into the communication object and sent.		

Parameters		Setting
Xn+1 - Switching value when	contact	No reaction
is closed		Up
		Down
Here an adjustment is made to	define whie	ch movement command is
written into the storage cell of t	he commu	nication object and sent
after a rising edge. The rising ed	lge corresp	onds to a change in the
signal status at the input from lo		
"No reaction": action does not c	0	
not send a telegram.		
" <u>Up</u> ": when the contact is active	the com	nand UP is transferred into
the communication object and		
" <u>Down</u> ": when the contact is act		mmand DOWN is transferred
into the communication object		
Xn+1 - Switching value when		No reaction
-	contact	
is opened	d o C uo o vulo i	Stop
Here an adjustment is made to		-
command is written into the sto		
and sent after a falling edge in t	-	
The falling edge corresponds to	a change i	n the signal status at the
input from logical "1" to "0".		
"No reaction": action does not c	hange the	object value and also does
not send a telegram.		
" <u>Stop</u> ": when the contact is inac	ctive, the co	ommand stop is transferred
into the communication object	and sent	
Contact type		Normally open contact
		Normally closed contact
The contact type of the input at	tached to t	
"Normally open contact": the co	ontact of th	e input is active when
closed, inactive when opened.		
"Normally closed contact": the o	contact of t	he input is active when
opened, inactive when closed.		
Add enable object		Yes / No
The parameter determines if the		
Enable object or not. If an input	e input can	
		be blocked via an additiona
changes at this input are not tra	is blocked	be blocked via an additiona
changes at this input are not tra	is blocked	be blocked via an additiona
changes at this input are not tra	is blocked	be blocked via an additional
changes at this input are not tra	is blocked	be blocked via an additional (Enable value = 0) the status
changes at this input are not tra • Push	is blocked	be blocked via an additiona
changes at this input are not tra • Push	is blocked	be blocked via an additiona (Enable value = 0) the status
changes at this input are not tra • Push Usage G1+G2 : Main function	Use jointly	be blocked via an additiona (Enable value = 0) the status
changes at this input are not tra • Push Usage	use jointly	be blocked via an additiona (Enable value = 0) the status
changes at this input are not tra • Push Usage G1+G2 : Main function	Use jointly Shutter 2-inpu	be blocked via an additiona (Enable value = 0) the status
changes at this input are not tra • Push Usage G1+G2 : Main function Function	Use jointly	be blocked via an additiona (Enable value = 0) the status
changes at this input are not tra • Push Usage G1+G2 : Main function Function	Use jointly Shutter 2-inpu	be blocked via an additiona (Enable value = 0) the status
changes at this input are not tra • Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push reaction	Use jointly Use jointly Shutter 2-inpu Push Up + stop Open slats	be blocked via an additiona (Enable value = 0) the status
changes at this input are not tra • Push Usage G1+G2 : Main function Function G1 : Short push reaction	Use jointly Use jointly Shutter 2-inpu Push Up + stop	be blocked via an additiona (Enable value = 0) the status
changes at this input are not tra • Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push reaction	Use jointly Use jointly Shutter 2-inpu Push Up + stop Open slats No reaction	be blocked via an additiona (Enable value = 0) the status
changes at this input are not tra- • Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push release	Use jointly Use jointly Shutter 2-inpu Push Up + stop Open slats	be blocked via an additiona (Enable value = 0) the status
changes at this input are not tra- • Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push release	Use jointly Use jointly Shutter 2-inpu Push Up + stop Open slats No reaction	be blocked via an additiona (Enable value = 0) the status
changes at this input are not tra- • Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push release	Use jointly Use jointly Shutter 2-inpu Push Up + stop Open slats No reaction	be blocked via an additiona (Enable value = 0) the status
changes at this input are not tra- • 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	is blocked ansmitted. Use jointly Shutter 2-inpu Push Up + stop Open slats No reaction 2 seconds	be blocked via an additiona (Enable value = 0) the status ts • ts •
changes at this input are not tra- • Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push release G1 : Long push button action min. 	is blocked ansmitted. Use jointly Shutter 2-inpu Push Up + stop Open slats No reaction 2 seconds	be blocked via an additiona (Enable value = 0) the status ts • ts •
changes at this input are not tra- • Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push release G1 : Long push release G1 : Long push release G1 : Long push reaction G2 : Short push reaction G2 : Long push reaction	is blocked ansmitted. Use jointly Shutter 2-inpu Push Up + stop Open slats No reaction 2 seconds Down + stop Close slats	be blocked via an additiona (Enable value = 0) the status ts • ts •
changes at this input are not tra- • 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	is blocked ansmitted. Use jointly Shutter 2-inpu Push Up + stop Open slats No reaction 2 seconds Down + stop	be blocked via an additiona (Enable value = 0) the status ts • ts •
changes at this input are not tra- • Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push release G1 : Long push release G1 : Long push release G1 : Long push reaction G2 : Short push reaction G2 : Long push reaction	is blocked ansmitted. Use jointly Shutter 2-inpu Push Up + stop Open slats No reaction 2 seconds Down + stop Close slats	be blocked via an additiona (Enable value = 0) the status ts • ts •
changes at this input are not tra- • Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push reaction G1 : Long push release G1 : Long push button action min. G2 : Short push reaction G2 : Long push release	is blocked ansmitted. Use jointly Shutter 2-inpu Push Up + stop Open slats No reaction 2 seconds Down + stop Close slats No reaction	be blocked via an additional (Enable value = 0) the status ts • ts •
changes at this input are not tra- • Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push reaction G1 : Long push release G1 : Long push button action min. G2 : Short push reaction G2 : Long push release	is blocked ansmitted. Use jointly Shutter 2-inpu Push Up + stop Open slats No reaction 2 seconds Down + stop Close slats No reaction	be blocked via an additional (Enable value = 0) the status ts • ts •
changes at this input are not tra- • Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push reaction G1 : Long push release G1 : Long push button action min. G2 : Short push reaction G2 : Long push release	is blocked ansmitted. Use jointly Shutter 2-inpu Push Up + stop Open slats No reaction 2 seconds Down + stop Close slats No reaction	be blocked via an additiona (Enable value = 0) the status ts • • • • • • • • • • • • • • • • • • •
changes at this input are not tra- • Push Usage G1+G2 : Main function Function G1 : Short push reaction G1 : Long push reaction G1 : Long push release G1 : Long push button action min. G2 : Short push reaction G2 : Long push release G2 : Long push release G3 : Long push release G3 : Long push release G4 : Long push release G5 : Long push release G5 : Long push release G5 : Long push button action min.	is blocked ansmitted. Use jointly Shutter 2-inpu Push Up + stop Open slats No reaction 2 seconds Down + stop Close slats No reaction 2 seconds	be blocked via an additional (Enable value = 0) the status ts • • • • • • • • • • • • • • • • • • •

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.

8. COMMUNICATION OBJECTS (CONTINUED)

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 def	îne which movement command is	Here an adjustment is made to defi	ne which movement command is
written into the storage cell of the	communication object and sent	written into the storage cell of the o	communication object and sent
after short pressing of the push bu	itton attached to the input.	after short pressing of the push but	ton attached to the input.
"No reaction": 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 transfer	s the following sequence comma
values into the communication ob	ject: Up, Stop, Up, Stop, etc.	values into the communication obj	
	sfers the following sequence com-	Down + stop: each short push trans	
mand values into the communication	ion object: Down, Stop, Down, Stop,	mand values into the communicati	on object.
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 ir	nto the communication object the
Open slats: a short push transfers in	nto the communication object the	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
1	Down		Stop
	Stop		Open slats
	Open slats		Close slats
	Close slats	Here an adjustment is made to defi	
Here an adjustment is made to def	0.0000	written into the storage cell of the o	
written into the storage cell of the		after long pressing of the push but	
after long pressing of the push but		" <u>No reaction</u> ": action does not chan	
	nge the object value and also does	not send a telegram.	ige the object value and also does
not send a telegram.	inge the object value and also does	Up: a long push action transfers inte	o the communication object the l
	to the communication object the Up	command (value "0")	o the communication object the c
command (value "0")	to 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 (val	
the stop (close slats) command (va		Xn+1 - Long push release	No reaction / Stop
Xn - Long push release	No reaction	Here an adjustment is made to defi	
xii - Long pusit release	Stop	storage cell of the communication	
Here an adjustment is made to def		push button after a long press.	object and sent when releasing th
	object and sent when releasing the		as the object value and also does
push button after a long press.	object and sent when releasing the	" <u>No reaction</u> ": action does not chan not send a telegram.	ige the object value and also does
	nge the object value and also does	Stop: the stop command (value "1")	or """) is transformed into the same
not send a telegram.	inge the object value and also does	munication object and sent.	or o justicalisiened into the com-
Stop: the stop command (value "1"	or "O") is transforred into the com		
munication object and sent.			
Xn - Long push action min.	0.5 second		
Xn - Long push action min.			
	1 second 2 seconds	-	
	3 seconds		
	4 seconds		
	5 seconds		
	10 seconds		
This parameter determines the mir	nimum 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 minir push.	num period for detecting a long
Contact type	Normally open contact
	Normally closed contact
The contact type of the input attache	ed to the channel is adjusted here.
"Normally open contact": the contact	t of the input is active when
closed, inactive when opened.	
"Normally closed contact": the conta	ct of the input is active when
opened, inactive when closed.	
Add enable object	Yes / No
The parameter determines if the inpu	ut can be blocked via an additional
Enable object or not. If an input is blo	ocked (Enable value = 0) the status
changes at this input are not transmi	itted.
8.2 Outputs	
0.0.4 D	

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.

object.				
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.

15 datomat	ically serve caerrante an	e object talac	changes.	
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.

Active 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 de only on the object "Output Xn, Switch"	
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 de on the object "Output Xn, Switch".	lay time. A set ON delay acts only
Xn : Active auto. off	Yes / No
This parameter defines if the ouput is t	to be permanently switched on
using the manual command and has to	o be switch off again using the
manual command (No), or if it is switch	,
period and then automatically switche	ed off (Yes).
	ed off (Yes). Immediate, 500 ms,
period and then automatically switche	ed off (Yes). Immediate, 500 ms, 1 second, 2 seconds,
period and then automatically switche	d off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds,
period and then automatically switche	d off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds, 30 seconds, 1 minute, 90 s,
period and then automatically switche	d off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds,
period and then automatically switche	d off (Yes). Immediate, 500 ms, 1 second, 2 seconds, 5 seconds,10 seconds, 30 seconds, 1 minute, 90 s,
period and then automatically switche	ed 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 switche Xn : Auto. off delay This parameter determines the delay b Xn : Invert relay polarity	d 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 pefore automatic switch-off. Yes / No
period and then automatically switche Xn : Auto. off delay This parameter determines the delay b	d 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 pefore automatic switch-off. Yes / No
period and then automatically switche Xn : Auto. off delay This parameter determines the delay b Xn : Invert relay polarity	d 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 pefore automatic switch-off. Yes / No
period and then automatically switche Xn : Auto. off delay This parameter determines the delay b Xn : Invert relay polarity The polarity type of the output attached	d 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 pefore automatic switch-off. Yes / No ed to the channel is adjusted
period and then automatically switche Xn : Auto. off delay This parameter determines the delay b Xn : Invert relay polarity The polarity type of the output attache here.	ed 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 pefore automatic switch-off. Yes / No ed to the channel is adjusted e when active, open when

"Yes": 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/Do	own movement for the	e correspondin	g channel is in	itiated via
	ects. The shutter is rais			
	of a logical 1. The driv		emains switch	ed on
	r a stop command is r	1	1	
115,123	Outputs A (B)	Open/Close	1.009 DPT_	CW
		Slats	OpenClose	
	 	Shutter Stop		
	objects, the movemen			
regardless	of whether the telegr	ram contains a l	ogical 0 or a lo	gical 1.
If the outp	out is configured as "Ve	enitian blind" a	nd the blind is	statio-
	lats are opened by on		ot of a logical (and
	one step on receipt of	5		
	out is configured as "Re			
	when the roller shutter			
117,125	Outputs A (B)	Shutter	1.005 DPT_	CW
		Alarm	Alarm	<u> </u>
	t can be linked with a			
	which sends a logical () in the idle stat	e and a logical	1 in the
event of a		Charter	1 002 DDT	CIN
116,124	Outputs A (B)	Shutter	1.003 DPT_	CW
		Enable	Enable	
	egrams are received v			
	ey are used to lock (di	sable) or unloci	(enable) the c	orrespor
ding input				
In ventian	blind use you have th	e parameters fo	or slat control	
A1 + A2 Usage		Venitian blind		•
Up to Down tir	ne (base 1s)	30		
chate time (here				-
Slats time (bas	e 100ms)	3		-
Behaviour on a	larm	No action		
Invert relay po	larity	No		_
Invert "enable'	logic	No		•
A1 + A2 Usage	-	Roller shutter		_
A1 1 A2 03090	•	Roller snutter		
Up to Down tir	ne (base 1s)	30		
Behaviour on a	alarm	No action		•
Invert relay po	larity	No		•
Invert "enable	" 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" i shutter"	is set to "Venitian blind" or "Roller		
Behaviour on alarm No action			
	Move up		
	Move down		
Only available if "Xn+(n+1) Usage" i shutter"	is set to "Venitian blind" or "Roller		
Invert relay polarity	Yes / No		
Allows to invert the move up/dowr	n command.		
"No": X1 is move up, X2 move dowr	า		
"Yes": X1 is move down, X2 is move	up		
Invert Enable logic	Yes / No		
The Enable logic of the output atta	ched to the channel is adjusted		
here.			
"No": the contact of the output is D	isable 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.

No

Exclusive function

A1 + A2 Usage Invert relay polarity

No.	Object name	Function		Size	Flags
115 (122)	Outputs A (B)	A2 on & A	\1	1.002 DPT_	CW
		off Off		Bool	
		(B2 on & I	31		
		off Off)			
1. 4					
	es A2, Deactivates A1				
	ates A1 and A2	1	-		1.00.00
114 (123)	Outputs A (B)	A1 on & A	12	1.002 DPT_	CW
		off Off		Bool	
		(B1 on & E	32		
		off Off)			
1: Activate	es A1, Deactivates A2				
0 : Deactiv	ates A1 and A2				
121 (129)	Outputs A (B)	A2 Status		1.002 DPT_	CRT
		(B2 Status	s)	Bool	
1 : A2 (B2)	is activated				
0 : A2 (B2)	is deactivated				
117 (125)	Outputs A (B)	A1 Status		1.002 DPT_	CRT
		(B1 Status	s)	Bool	
1:A1(B1)	is activated				
0:A1(B1)	is deactivated				
D			C - 44		
Parameters			Sett		
Xn, Invert relay polarity			Yes /	No	

Falameters	Setting	
Xn, Invert relay polarity	Yes / No	
Allows to invert the logic of the exclusive function		

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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 th	e switching tel	egrams that are	transfer-
red to the	DALI bus in broadcas	t mode.	-	
Switching	telegrams are sent vi	a the group ad	dress linked wit	h this
object.	<u> </u>	5.1.1		
179	DALI	Switching	1.001 DPT	CRT
	-	Status	Switch	
The currer	nt switching state of t		aved in the state	us obiect.
	natically sent each tim			,
180	DALI	Level	5.001 DPT	CW
	-		Scaling	
This objec	t is used to receive th	e level value te		e transfer
	DALI bus in broadcas		5	
	e telegrams are sent v		ddress linked w	ith this
object.		5 - 1		
181	DALI	Level Status	5.001 DPT	CRT
	-		Scaling	
The currer	nt level state of the ch	annel is saved	in the status ob	ject. It is
	ally sent each time th			,
184	DALI	Dimming	3.007 DPT_	CW
		5	Control Dim-	
			mina	
Dimming	control telegrams are	received via th	e group addres	s linked
with this o	-		5	
182	DALI	Enable	1.003 DPT_	CW
			Enable	
Enable tel	egrams are received v	ria the group a	ddress linked w	ith this
object. The	ey are used to lock (di	sable) or unloc	k (enable) the c	orrespon
ding input	t.			
183	DALI	2bits Over-	2.001	CW
		ride	DPT_Switch_	
			Control	
Override t	elegrams are received	l via the group		with this
object.	<u> </u>	5 1		
,	can be forcibly opera	ated (e.g. bv a h	nigher-level con	trol). The
	e communication ob			
of the con		,, ut		
5. the com				

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 - Mode 0 - System	
C1 - Active	Yes
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	
C1 - 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	n order to configure each mode.
Xn, Active	Yes / No
Here it is possible to do an a	adjustment to make the output available c

or to do an adjustment to make not within the 4 different modes.

This is a very high priority, "Override" actions 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
the second state of the se	

Here it is possible to make an adjustment to set an automatic order command when mode under configuration is active. Yes / No

Xn, Authorize a last manual off

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_	CRW
			Start	
1 : Enables	System mode, disable	s all other mod	les	
0 : No reac	tion			
199	Mode_1	Mode_1	1.010 DPT_	CRW
			Start	
1 : Enables	mode 1, disables all of	ther modes		
0 : No reac	tion			
200	Mode_2	Mode_2	1.010 DPT_	CRW
			Start	
1 : Enables	mode 2, disables all of	ther modes		
0 : No reac	tion			
201	Mode_3	Mode_3	1.010 DPT_	CRW
			Start	
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	The value saved into this communication object represents the measu-				
red active	energy.				
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 of this communication object represents the measured					
electrical	power.				
If the obje	ect communication "wi	rite" flag is set,	the current val	ue is	
automatio	ally sent each time the	e object value	changes.		

Active power measure

Parameters	Setting
Active power measure	Yes
	No
This parameter is used to hide or display th	ne 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 : Scenario 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 🔹
C3 : Scenario number (0=not used)	0
C3 : Binary value	Off
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	justment 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	justment to define a delay before
	e output when the corresponding scene

executing the order 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 "Roller shutter" or "Venitian blinds".

Parameters	Setting
Xn+(n+1), Scenario Number	0 → 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 adjust that should be executed on the outp 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 orde	er action on the output when the

For Outputs A and B, those parameters are only available when they are configured as "Exclusive function".

corresponding scene number is received.

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	ut 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	
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

different datapoint types

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_	CRW
(220, 226)		Input 1bit	Bool	
		Program Fn	2.002 DPT_	1
		Input 2bits	Bool_Control	
		Program Fn	3.007 DPT_	1
		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	

	Object name	Function	Size	Flags
215	Program Fn	Program Fn	1.002 DPT_	СТ
221, 227)		Output 1 1bit	Bool	
		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	L
	m function Output 1 when the program is		the address li	nked wit
216	Program Fn	Program Fn	1.002 DPT	СТ
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		the address li	nked wit
	when the program is			CT
217	Program Fn	Program Fn	1.002 DPT_	СТ
	1	Output 3 1bit		
		Program Fn	2.002 DPT_	
		Program Fn Output 3	2.002 DPT_ Bool_Control	
		Program Fn Output 3 2bits	Bool_Control	
		Program Fn Output 3 2bits Program Fn	Bool_Control 3.007 DPT_	
		Program Fn Output 3 2bits Program Fn Output 3	Bool_Control 3.007 DPT_ Control_Dim-	
		Program Fn Output 3 2bits Program Fn Output 3 4bits	Bool_Control 3.007 DPT_ Control_Dim- ming	
		Program Fn Output 3 2bits Program Fn Output 3 4bits Program Fn	Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_	
		Program Fn Output 3 2bits Program Fn Output 3 4bits Program Fn Output 3	Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_	
		Program Fn Output 3 2bits Program Fn Output 3 4bits Program Fn Output 3 1bytes	Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_ Ucount	
		Program Fn Output 3 2bits Program Fn Output 3 4bits Program Fn Output 3 1bytes Program Fn	Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_ Ucount 7.001 DPT_	
		Program Fn Output 3 2bits Program Fn Output 3 4bits Program Fn Output 3 1bytes Program Fn Output 3	Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_ Ucount 7.001 DPT_ Value_2_	
		Program Fn Output 3 2bits Program Fn Output 3 4bits Program Fn Output 3 1bytes Program Fn Output 3 2bytes	Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_ Ucount 7.001 DPT_ Value_2_ Ucount	
223, 229)		Program Fn Output 3 2bits Program Fn Output 3 4bits Program Fn Output 3 1bytes Program Fn Output 3 2bytes Program Fn	Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_ Ucount 7.001 DPT_ Value_2_ Ucount 12.001 DPT_	
		Program Fn Output 3 2bits Program Fn Output 3 4bits Program Fn Output 3 1bytes Program Fn Output 3 2bytes Program Fn Output 3	Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_ Ucount 7.001 DPT_ Value_2_ Ucount 12.001 DPT_ Value_4_	
223, 229)	m function Output 3 v	Program Fn Output 3 2bits Program Fn Output 3 4bits Program Fn Output 3 1bytes Program Fn Output 3 2bytes Program Fn Output 3 4bytes	Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_ Ucount 7.001 DPT_ Value_2_ Ucount 12.001 DPT_ Value_4_ Ucount	

No.	Object name	Function	Size	Flags
218	Program Fn	Program Fn	1.002 DPT_	CT
(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	
The Progra	am function Output 4	/alue is sent via	the address lir	nked with
this object	when the program is	triggered.		
210				
219	Program Fn	Program Fn	1.002 DPT_	СТ
(225, 231)	Program Fn	Program Fn Output 5 1bit		СТ
	Program Fn			СТ
	Program Fn	Output 5 1bit	Bool	СТ
	Program Fn	Output 5 1bit Program Fn	Bool 2.002 DPT_	СТ
	Program Fn	Output 5 1bit Program Fn Output 5	Bool 2.002 DPT_	СТ
	Program Fn	Output 5 1bit Program Fn Output 5 2bits	Bool 2.002 DPT_ Bool_Control	СТ
	Program Fn	Output 5 1bit Program Fn Output 5 2bits Program Fn	Bool 2.002 DPT_ Bool_Control 3.007 DPT_	СТ
	Program Fn	Output 5 1bit Program Fn Output 5 <u>2bits</u> Program Fn Output 5	Bool 2.002 DPT_ Bool_Control 3.007 DPT_ Control_Dim-	СТ
	Program Fn	Output 5 1bit Program Fn Output 5 <u>2bits</u> Program Fn Output 5 4bits	Bool 2.002 DPT_ Bool_Control 3.007 DPT_ Control_Dim- ming	СТ
	Program Fn	Output 5 1bit Program Fn Output 5 2bits Program Fn Output 5 4bits Program Fn	Bool 2.002 DPT_ Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_	СТ
	Program Fn	Output 5 1bit Program Fn Output 5 2bits Program Fn Output 5 4bits Program Fn Output 5	Bool 2.002 DPT_ Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_	СТ
	Program Fn	Output 5 1bit Program Fn Output 5 2bits Program Fn Output 5 4bits Program Fn Output 5 1bytes	Bool 2.002 DPT_ Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_ Ucount	СТ
	Program Fn	Output 5 1bit Program Fn Output 5 2bits Program Fn Output 5 4bits Program Fn Output 5 1bytes Program Fn	Bool 2.002 DPT_ Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_ Ucount 7.001 DPT_	СТ
	Program Fn	Output 5 1bit Program Fn Output 5 2bits Program Fn Output 5 4bits Program Fn Output 5 1bytes Program Fn Output 5	Bool 2.002 DPT_ Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_ Ucount 7.001 DPT_ Value_2_	СТ
	Program Fn	Output 5 1bit Program Fn Output 5 2bits Program Fn Output 5 4bits Program Fn Output 5 1bytes Program Fn Output 5 2bytes	Bool 2.002 DPT_ Bool_Control 3.007 DPT_ Control_Dim- ming 5.010 DPT_ Value_1_ Ucount 7.001 DPT_ Value_2_ Ucount	СТ

 4bytes
 Ucount

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

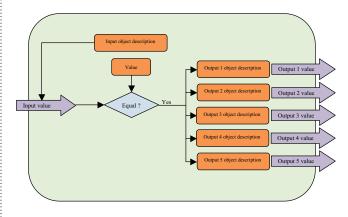
Vec / Ne
Yes / No
that indicates if Program X should be used or not. If
ation object parameters will be visible.
string
to name the program. There is no influence on the
string
to name the input function.
1 bit
2 bits
4 bits
1 Byte
2 Bytes
4 Bytes
o make an adjustment to set the datapoint size of

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

Parameters	Setting			
/alue 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		
lere it is possib	le to make an adjustmer	nt to set the datapoint type of		
he comparison				
/alue	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			
		$0 \rightarrow 15$		
	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 value	0 → 65535		
	4 Bytes Unsigned value	0 → 4294967295		
	4 Bytes Floating value	0 → 4294967295		
lere it is nossih		nt to set the value that should		
•	Program Fn Input XXX			
Name Px_Out-	string			
aut 1 (フ 스 E)	· · · ·			
$\frac{1}{2} \rightarrow 5$	eter to name the output	X function.		
This is a parame	1 bit			
This is a parame Dutput 1		2 bits		
This is a parame				
This is a parame Dutput 1				
This is a parame Dutput 1	2 bits			
This is a parame Dutput 1	2 bits 4 bits			
This is a parame Dutput 1	2 bits 4 bits 1 Byte			

Parameters	Setting	
	"Input Size" value	Possible setting values
Value Type	1 bit	Value
		On/Off
		Enable/Disable
		Up/Down
	2 bits	Value
	2 8 10	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 possible	to make an adjustmer	nt to set the datapoint type of
the value that sho	uld be sent on the bus	s via the Program Fn Output Y
XXX communication		· · · · · · · · · · · · · · · · · · ·
Output 1 (2 \rightarrow 5)		0, 1
Value	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%,
	5	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	
Llava it is a sociale la	Ka maalka amaaliyyatwa aw	منابع ممغ مام میں این مار ممغ مام میں اما

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.



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	t is used, as an event, t	o trigger the lo	gical function.	
Depending	g on the "Input 1: Obje	ct size" parame	eter, this comm	unication
can have c	lifferent datapoint type	e.		

203 (207, 211) Logic Fn Logic Fn 1.002 DPT_ Bool CRW 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 4bits Control_DIm- Ming Logic Fn 5.010 DPT_ Input 3 Value_1_ Ibytes Ucount Logic Fn 7.001 DPT_ Input 3 Logic Fn 12.001 DPT_ Input 3 Value_2_ 2bytes Ucount Logic Fn 12.001 DPT_ Input 3 Logic Fn 12.001 DPT_ Input 3 Value_4_ 4bytes Ucount Ucount	can nave u	merent uatapoint type	-•		
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		Logic Fn	5		CRW
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			5		
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			5	Control_Dim-	
1UcountLogic Fn7.001 DPT_Input 3Value_2_2bytesUcountLogic Fn12.001 DPT_Input 3Value_4_4bytesUcount			5	-	
Input 3 Value_2_ 2bytes Ucount Logic Fn 12.001 DPT_ Input 3 Value_4_ 4bytes Ucount					
2bytes Ucount Logic Fn 12.001 DPT_ Input 3 Value_4_ 4bytes Ucount			5		
Logic Fn 12.001 DPT_ Input 3 Value_4_ 4bytes Ucount					
Input 3 Value_4_ 4bytes Ucount			- /		-
			5		
	-				

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- put 2bytes	7.001 DPT_ Value_2_ Ucount	
		Logic Fn Out- put 4bytes	12.001 DPT_ Value_4_ Ucount	
			 a shalasa a shalasa 	1 1.1

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

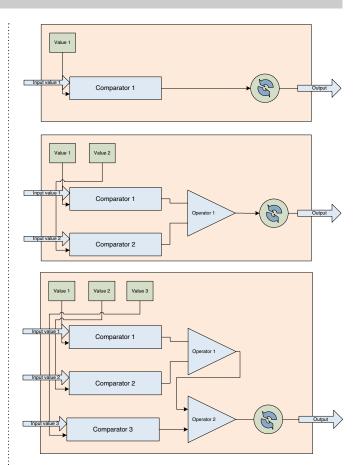
Active Logic Function 1	Yes
Input 1 : Object size	1 bit 🔹
Input 1 : Type of value	On/Off 🔹
Input 1 : Value	On 🔹
Comparator 1	= (Equal to)
Operator 1	AND
Input 2 : Object size	1 Byte 🔹
Input 2 : Type of value	Scaled value
Input 2 : Value	50
Comparator 2	< (Lower than)
Operator 2	OR 🔹
Input 3 : Object 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.	
Input 1 : Object	1 bit/2 bits/4 bits/1 B	yte/2 Bytes/4 Bytes	
size			
Here it is posible t	o make an adjustmen	t to set the datapoint size of the	
	X" communication ob	oject.	
Input 1 : Type of	"Input Size" value	Possible setting values	
value	1 bit	Value	
		On/Off	
		Enable/Disable	
		Up/Down	
	2 bits	Value	
	2 010	Control Value	
	4 bits	Value	
	1 Dute	Dimming New coreladius/us	
	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 adjustmer	nt to set the datapoint type of	
the comparison va			
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	
	41.5. 37.1	Priority Low / Off	
	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	
	1 Byte Scene	$1 \rightarrow 64$	
	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)		
comparator i			
	!= (not equal to)		
	< (lower than)		
	<= (lower than or eq	uai to)	
	> (higher than)		
	>= (higher than or e		
		comparator should be used to	
		comparator should be used to use received from the bus (Logic	

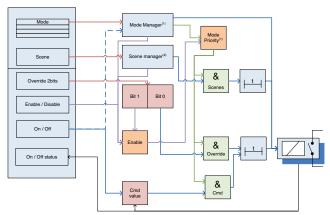
Attention : Due to errors of precision, it's strongly recommended not to use the "=" and "!=" comparator with floating value or scaled value.

Parameters	Setting		
Operator 1	None		
	AND		
	OR		
	XOR		
	NAND		
	NOR		
Operator 1	INON		
Operator 1 Input 2 : Object size	See "Input 1	Object size" parameter description	
	o make an adi	ustment to set the datapoint size of the	
"Logic Fn Input Χλ			
Input 2 · Type of	See "Input 1	Type of value" parameter description	
value	bee input i	Type of value parameter description	
	l o mako an adi	ustment to set the datapoint type of	
		ustillent to set the datapoint type of	
the compared val			
		value" parameter description	
		ustment to set the value that should be	
	ared to Logic Fn Input 2 XXX value (received from the bus).		
Comparator 2	= (equal to)		
	!= (not equal		
	< (lower tha	n)	
		an or equal to)	
	> (higher that		
		han or equal to)	
Horo it is posible t	o make an ad	ustment to choose which comparator	
		ie 2 parameter and the value received	
from the bus (Log			
		ision, it's strongly recommended not to	
use the "=" and "!=	" comparator	with floating value or scaled value.	
Operator 2	None		
•	AND		
	OR		
	XOR		
	-		
	NAND		
On eventer 2	NOR		
Operator 2	Cas III		
Input 3 : Object	See "Input 1	Object size" parameter description	
size	<u> </u>		
		ustment to set the datapoint size of the	
"Logic Fn Input X			
		Type of value" parameter description	
value		· ·	
	o make an adi	ustment to set the datapoint type of	
the compared val			
		: value" parameter description	
		usment to set the value that should be	
		XX value (received from the bus).	
Comparator 3	= (equal to)		
	!= (not equal	to)	
	< (lower tha	n)	
	<= (lower that	an or equal to)	
	> (higher that		
		nan or equal to)	
Comparator 3			
	-		
Output : Type of result		Logic result 🔹	
Ouput : Send condition		Parult change	
osport sena conalaon		Result change 🔹	
Output : Type of result		Fixed value 🔹	
Ouput : Send condition		Input 1 event	
Output : Object size		1 Byte	
Output : Type of value	Scene		
Output : Value			
		5	

Parameters	Setting			
Output Result	Logic Result			
This is a management	Fixed value Fixed value vhich ki			
preset value (fixe	put object. It can be the log	gic operation result or a		
Output Send-	Result change			
Condition	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		
	ogic Fn Output object tele	gram sending.		
Input 1 Size	1 bit			
	2 bits			
	4 bits			
	1 Byte			
	2 Bytes			
		4 Bytes make an adjustment to set the datapoint size of the		
	to make an adjustment to s " communication object.	set the datapoint size of the		
Value 1 Type	"Input Size" value	Possible setting values		
value i type	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		
the comparison e	to make an adjustment to s	set the datapoint type of		
Value 1	1 bit Value	0, 1		
value i	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		
		Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%,		
		Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%,		
		Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50%		
	1 Byte Non-scaled value	Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255		
	1 Byte Scaled value	Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255 0 → 100%		
	1 Byte Scaled value 1 Byte Scene	Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255 0 → 100% 1 → 64		
	1 Byte Scaled value 1 Byte Scene 2 Bytes Unsigned value	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		
	1 Byte Scaled value 1 Byte Scene 2 Bytes Unsigned value 2 Bytes Floating value	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 0 → 65535		
	1 Byte Scaled value 1 Byte Scene 2 Bytes Unsigned value 2 Bytes Floating value 4 Bytes Unsigned value	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 0 → 65535 0 → 4294967295		
	1 Byte Scaled value 1 Byte Scene 2 Bytes Unsigned value 2 Bytes Floating value	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 0 → 65535 0 → 4294967295 0 → 4294967295		



Synoptic: output behaviours



⁽¹⁾Mode manager

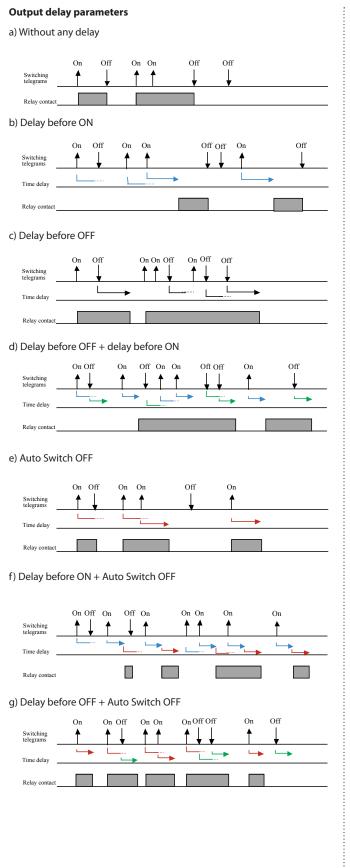
Four modes are applicable. Each mode determines if the output should be available or not (very high priority) If the output is inactive, the output cannot be managed by any object as long as the current mode is active, otherwise, objects "Scene", "Override", "Enable/Disable", "On/Off" are usable.

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".



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

