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1. USE

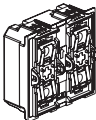
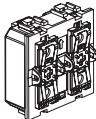
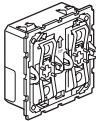
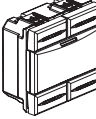
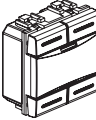
The KNX 4 channels commands are wiring devices suitable to control lights, shutters or other kind of loads. They are equipped with 4 completely independent and configurable channels able to perform a wide range of functions.

Main configurable functions:


- 1/2 buttons switching/dimming
- 1/2 buttons shutters and blinds management
- value sending (shutter position, dimming %...)
- sequential value sending
- multiple commands
- conditional commands
- 1/8 bit scenario saving and recall

Each device is also equipped with 4 RGB LED fully configurable in term of colors and blinking mode and can switch operating profiles according to defined events or conditions

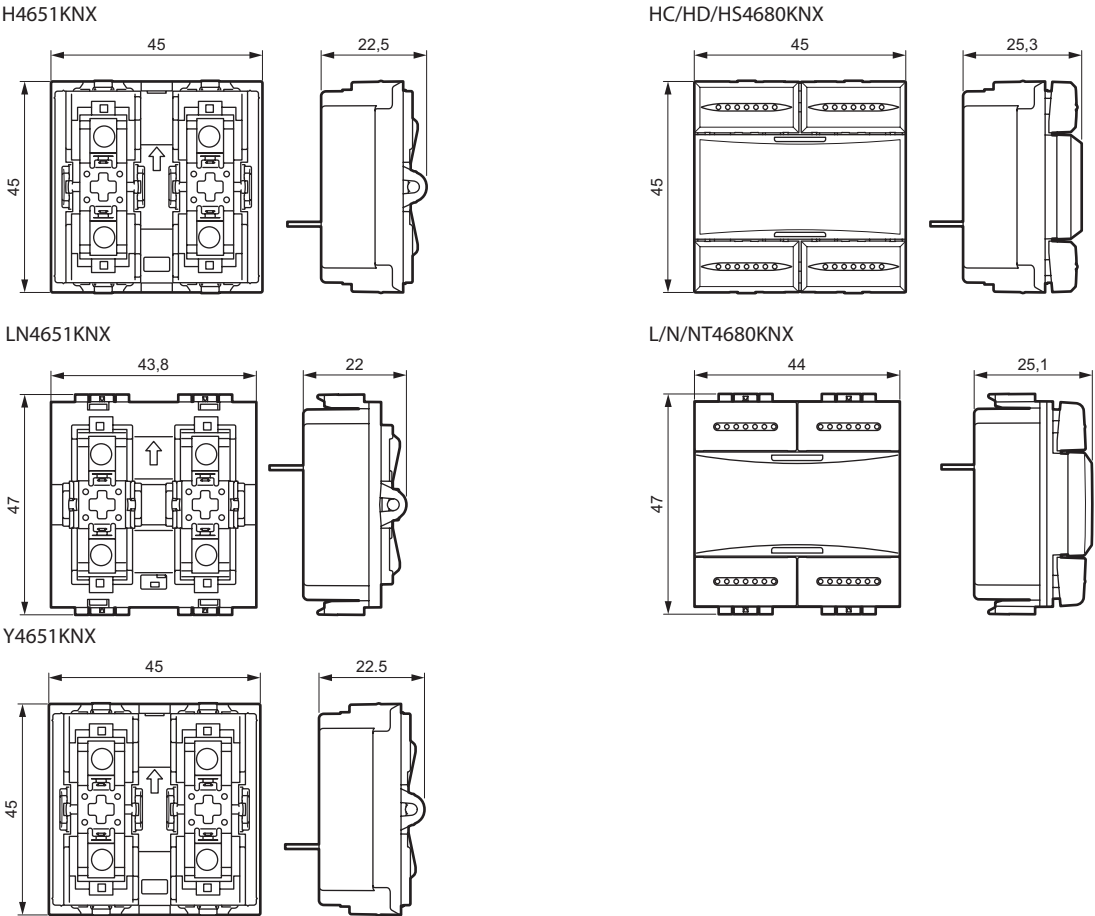
2. RANGE

Description		Catalogue number
 <div>Axolute - four channels command ⚠ It is necessary to complete the device with Axolute covers</div>		H4651KNX
 <div>LivingLight - four channels command ⚠ It is necessary to complete the device with LivingLight covers</div>		LN4651KNX
 <div>Control (1 or 2 buttons, 4 actuation points) ⚠ It is necessary to complete the device with Light NOW covers</div>		Y4651KNX
	Axolute - four channels command with aesthetic, tech	HC4680KNX
	Axolute - four channels command with aesthetic, white	HD4680KNX
	Axolute - four channels command with aesthetic, anthracite	HS4680KNX
	LivingLight - four channels command with aesthetic, anthracite	L4680KNX
	LivingLight - four channels command with aesthetic, white	N4680KNX
	LivingLight - four channels command with aesthetic, tech	NT4680KNX

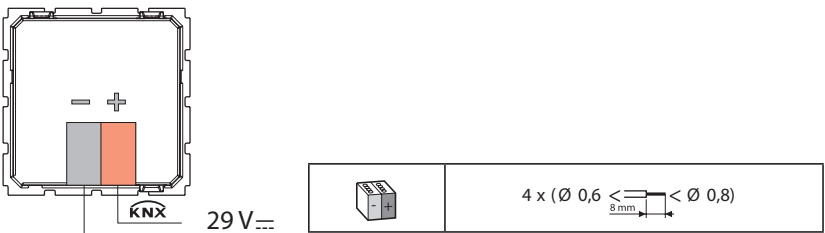
3. TECHNICAL FEATURES

- Supply voltage: 29 V_~
- KNX connector: red/black
- Automatic clamp
- Terminal capacity: 4 x (Ø 0,6  < Ø 0,8)
- KNX BUS absorption: 2.5 mA
- Usage temperature: -5°C/+45°C
- Storage temperature: -25°C/+30°C
- IP 40: assembled product
- IP 20: without rocker plate
- IK 02
- Compliant with installation and manufacturing standards, see E-catalogue

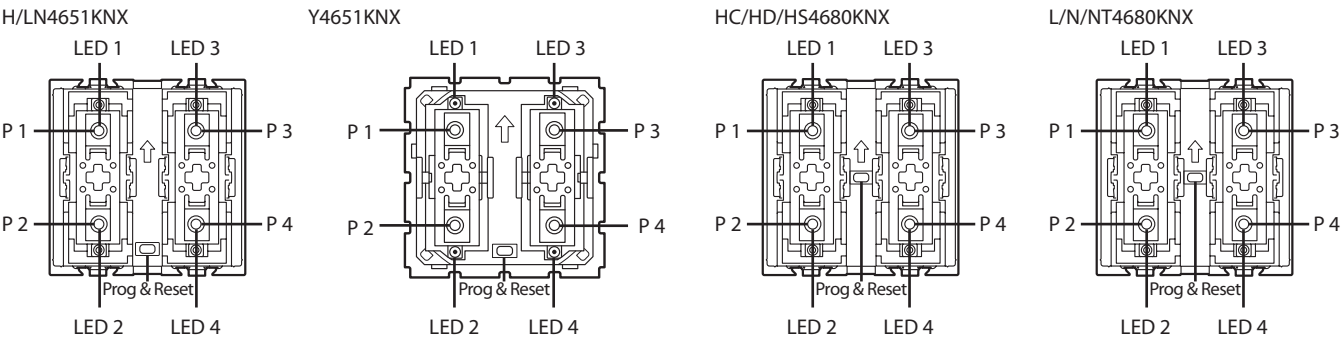
4. OVERALL DIMENSIONS (mm)



5. CONNECTION

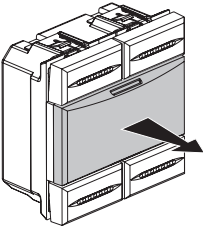


6. DESCRIPTION OF THE MECHANISMS

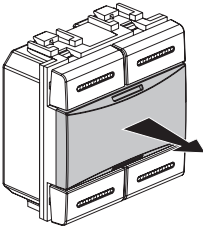


7. OPERATION

HC/HD/HS4680KNX

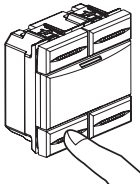
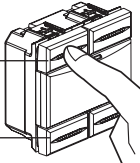
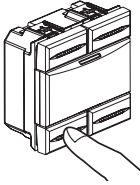
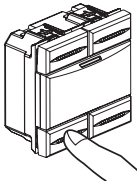
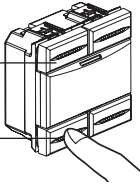
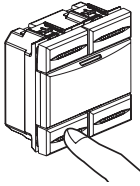
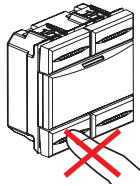


L/N/NT4680KNX



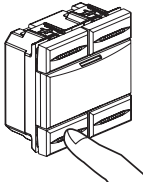
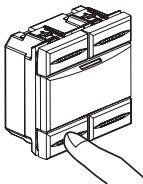
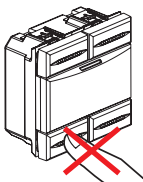
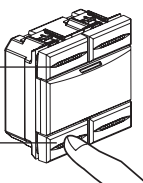

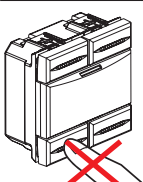
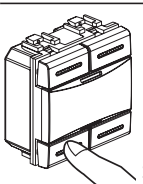
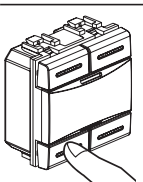
■ **7.1 Actuation points**
Each actuation point can be configured independently or in pairs, for a short and a long press (time can be configured in the ETS software), for on/off control, dimming, roller blinds, scenario, lock, incremented scenarios, send value, double action send, etc.. To configure the BT-Y4651KNX product, it is necessary to use at least the ETS5.x version. Non-exhaustive list of the possible functions.

7.1.1 Main functions

	Possible action	
Switch ON/OFF	• Pushbutton or remote switch Cyclical ON/OFF: short press	<div>ON/OFF</div>  <div>Short press</div>
	• Switch ON: short press at top OFF: short press at bottom	<div>ON</div>  <div>Short press</div> <div>OFF</div>
Roller blinds	• 1 actuation point Raise/lower: cyclical mode, long press Stop blind: short press	<div>↑/↓</div>  <div>Long press</div> <div>STOP</div>  <div>Short press</div>
	• 2 actuation points (pair) Cyclical raise/stop: short press at top Cyclical lower/stop: short press at bottom Orientation of slats: long press at top or bottom Stop slats: release	<div>↑/STOP</div>  <div>Short press</div> <div>↓/STOP</div>
		<div>Orientamento lamelle</div>  <div>Press and hold</div> <div>STOP</div>  <div>Release</div>

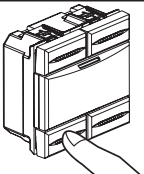
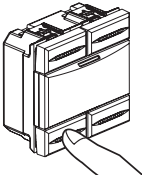
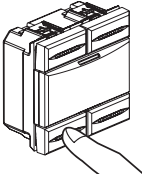
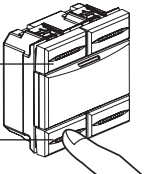
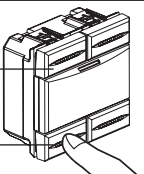

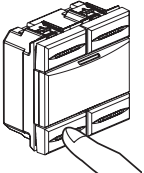
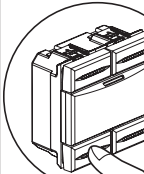
7. OPERATION (CONTINUED)

7.1.1 Main functions (continued)

Dim	• 1 actuation point Cyclical ON/OFF: short press Cyclical dim +, dim -: press and hold down Stop dimming: release	<div>ON/OFF</div>  <div>Short press</div>
		<div>+/-</div>  <div>Press and hold down</div>
		<div>STOP</div>  <div>Release</div>
	• 2 actuation points ON/OFF: short press at top and bottom Dim +: press at top and hold Dim -: press at bottom and hold Stop dimming: release	<div>ON</div> <div>OFF</div>  <div>Short press</div>
		<div>+</div> <div>-</div>  <div>Press and hold down</div>
		<div>STOP</div>  <div>Release</div>
Scenario	• Short press: send a scenario number that is in the actuator configuration • Long press (10 seconds): save scenario. All actuators with this scenario number will save their status at this moment ⚠ The length of this press cannot be configured in the ETS software	<div>Invio scenario</div>  <div>Short press</div>
		<div>Salvataggio scenario</div>  <div>Long press (10 s).</div>

7. OPERATION (CONTINUED)

7.1.2 Additional functions

Send a value (lighting level, position of blinds, slats, etc.)	<ul style="list-style-type: none"> • Short press: send a value between 0 and 255. Example: Lighting 33% (value 85) 	Send value		Short press
Send 2 values (lighting level, position of blinds, slats, etc.)	<ul style="list-style-type: none"> • Short press: send 1st value between 0 and 255. Example : Lighting 10% (value 25) • Long press: send 2nd value between 0 and 255. Example : Lighting 50% (value 127) 	Send value 1		Short press
		Send value 2		Long press
Send priority (lock)	<ul style="list-style-type: none"> • Long press: lock "ON" or lock "OFF" • Short press: unlock "ON" or unlock "OFF" <p>Example: on a long press, "lock ON", the output of the actuator will remain locked at "ON" until a short press to unlock it ("unlock ON", output at "ON", "unlock OFF", output at "OFF")</p>	Lock		Long press
		Unlock		Long press
Send incremented commands (by scrolling)	<ul style="list-style-type: none"> • Successive short presses: send incremented commands. <p>The chosen commands are sent one after the other (incrementation or decrementation between a min. and max. value, between 0 and 255) Example: 1st press: comfort (command 1), 2nd press: standby (command 2), 3rd press: eco (command 3), 4th press: comfort (command 1)</p>	Send commands		Pressione breve Press 1: comfort Press 2: standby Press 3: eco Press 4: comfort
Double action send (send 2 commands)	This function is used to associate products that do not have the scenario function with a scenario	Send double action		Short press
Conditional send Mode 1/Mode 2	<p>When pressed, sends a command or a second different command, according to a condition. The control can steer different circuits according to an event.</p> <p>Example: in a meeting room, one press activates the switch-on of the 4 luminaires (mode 1). When a mobile partition is used in this meeting room, one press activates the 2 luminaires on the corridor side of the room.</p>	Send conditional Mode 1 or Mode 2		Short press Meeting room Mode 1 Without partition Mode 2 With mobile partition

7. OPERATION (CONTINUED)


■ 7.2 Operation of the LEDs


Each control has a number of configurable RGB LEDs (1 to 4 depending on the Cat. No.) which indicate, for each press, the status of the system using the colours, flashing and brightness of the LEDs.


When the control has not yet been programmed, all the LEDs change colour quickly.


- Choice of 12 colours: green, blue, white, orange, gold, yellow, turquoise, cyan, light blue, purple, magenta, crimson
- Choice of LED behaviour: on continuously or various types of flashing

Key:

 LED goes off

 LED blinks slowly

 LED blinks quickly

 LED flashes

- Choice of the brightness of the LEDs (0 to 100%)
- Default modes:
 - ON = steady green
 - OFF = steady blue
 - Alarm = blinking red (cannot be modified)
 - Control deactivated = steady orange
- Physical address programming mode: steady red LEDs

7.2.1 Setting the brightness

- Normal brightness: adjustable value
- Eco brightness: adjustable value
- Standby brightness: value cannot be adjusted (off)

The LED's lights up at maximum brightness level for 30s after pressing any push button.

The brightness setting will be the same for all the LEDs on the control

7.2.2 Setting the colour and behaviour

- Actuator status feedback: ON or OFF
- System status feedback: contextual information indicated via the BUS

Example: over-consumption, broken lamp, too much wind for roller blinds.

It is also possible to use the control in pilot light mode.

8. STANDARDS AND APPROVALS

- Complies with standard IEC 60 669.2.1
- Marking: KNX EIB, CE


9. MAINTENANCE

Clean the surface with a cloth.
Do not use acetone, tar-removing cleaning agents or trichloroethylene.

Caution: Always test before using other special cleaning products.

Technical data sheet: BT00799-b-EN

Updated: 15/07/2024

Created: 04/10/2013 

CONTENTS

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10. COMMUNICATION OBJECTS DESCRIPTION

10.1 General configuration

KNX controls can be configured via the ETS software (versions ETS 3 and 4).

- General Parameters
- This screen contains the main command parameters, common to all the channels:
- LED settings
 - Standby mode settings
 - Contextual information settings
 - Long push settings
 - Disable object settings
 - Alarm settings

Leds configuration	Same for all

Normal intensity	70%
Use additional Eco intensity	No

Use standby	No

Use context information	No

Long push action min.	0.5 second
Set maximum intensity after push, during	Not Used

Disable : led behaviour	On
Disable : led color	Orange
Invert enable/disable logic	No

Use alarm	No

- Communication Objects
- Activation mode 1, 2.
- Mode 1 : default operation
- Mode 2 : conditional operation

No.	Object name	Function	Size	Flags
39	Mode	Active mode 1	1.010 DP_Start (1 bit)	CW
Mode 1 activation telegrams are sent via the group address linked with this object				
40	Mode	Active mode 2	1.010 DP_Start (1 bit)	CW
Mode 2 activation telegrams are sent via the group address linked with this object				
41	Mode	Mode 1 (False) / 2 (True)	1.002 DP_Bool (1 bit)	CW
False : Mode 1 activation telegrams are sent via the group address linked with this object				
True : Mode 2 activation telegrams are sent via the group address linked with this object				

■ 10.1.1 Leds configuration

Leds configuration	Same for all
--------------------	--------------

Leds configuration	Same for all Independently Pilot light
This parameter determines the type of configuration for the LEDs	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)**■ 10.1.2 Normal intensity**

(Mode 1 parameters)

Normal intensity

70%

Parameters	Setting
Normal intensity	0 % 5 % 20 % 50 % 70 % 100 %
This parameter determines the level in Normal intensity. (This value is felt not measured)	

■ 10.1.3 Use additional Eco intensity

Controlled by group address.

Use additional Eco intensity

No

No

Eco is not usable, no accessible communication objects.

Use additional Eco intensity

Yes

Yes (makes available mode eco object)

No.	Object name	Function	Size	Flags
34	Leds Eco/normal	Eco (1)/normal (0)	1.002 DP_Bool (1 bit)	CW
False : Normal mode activation telegrams are sent via the group address linked with this object True : Eco mode activation telegrams are sent via the group address linked with this object				
35	Leds Eco	Eco intensity	1.010 DP_Start (1 bit)	CW
Eco mode activation telegrams are sent via the group address linked with this object				
36	Leds Normal	Normal intensity	1.010 DP_Start (1 bit)	CW
Normal mode activation telegrams are sent via the group address linked with this object				

Eco intensity

5%

Parameters	Setting
Eco intensity	0 % 5 % 20 % 50 % 70 %

■ 10.1.4 Use standby

Controlled by communication object.

Use standby

No

No

Standby is not usable, no accessible communication objects.

Use standby

Yes

Yes (makes available the standby object)

No.	Object name	Function	Size	Flags
37	Leds standby	Standby	1.010 DP_Start (1 bit)	CW
Standby mode activation telegrams are sent via the group address linked with this object				

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

When standby is active the leds intensity is set to 0% (not adjustable)

Invert standby logic

No

Invert standby logic	No Yes
This parameter determines the type of logic for active standby	

■ 10.1.5 Use context information
The contextual information are all the feedback the system provide via the bus and displayed through the LEDs.
The contextual information are displayed each time a push-button is pressed

Use context information

No

No
Context information is not usable, no accessible communication object.

Use context information

Yes

Feed back time when context information

2 seconds

Context information led behaviour

Fast blink

Context information color

Purple

Yes (makes available the contextual information object)

No.	Object name	Function	Size	Flags
30 (31.32,33)	Channel 1(2,3,4)	ContextInfo	1.010 DP_Start (1 bit)	CW
Context info telegram are received via the group address linked with this object. They are used to inform on event when you push on channel linked.				

Parameters	Setting
These parameters determine the behaviour of the led after a push when the "context info is used".	
Feed back time when Context Info	500 ms 1 second 2 seconds 5 seconds 10 seconds 30 seconds 1 minute 1 min. 30s 2 min. 10 min. 15 min. 30 min. 45 min 1 h 1 h 30 Infinite
Context information led behaviour	Off On Slow blink Fast blink Soft blink Flash 1 Flash 2 Flash 3 Pulse

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

Parameters	Setting
These parameters determine the behaviour of the led after a push when the "context info is used".	
Context information color (if Feed back time ContextInfo is used)	Green (Vert) Blue (Bleu) White (Blanc) Orange Gold (Or) Yellow (Jaune) Turquoise Cyan Light blue (Bleu) Violet Pink (Rose) Purple (Pourpre)

■ 10.1.6 Long push configuration

This parameter determines the minimum time for detecting a long push action.

Long push action min.	0.5 second 1 second 2 seconds 3 seconds 4 seconds 5 seconds 10 seconds	Long push action min. 0.5 second
-----------------------	--	----------------------------------

■ 10.1.7 Set maximum intensity after push during

If selected, after a push, the intensity of the led is raised to 100% during the set time. Return to the initial value at the end of time.

Set maximum intensity after push during :	Not Used 500 ms 1 second 2 seconds 5 seconds 10 seconds 30 seconds 1 minute 1 min. 30s 2 min. 10 min. 15 min. 30 min. 45 min 1 h 1 h 30	Set maximum intensity after push, during 500 ms
---	--	---

■ 10.1.8 Led behavior on Disable status

Determine the behaviour of leds when the commands receive disable telegram.

Disable : led behaviour

On

Disable : led color

Orange

Invert enable/disable logic

No

	Number ▲	Name	Object Functi...	Descripti...	Group Addresses	Leng...	C	R	W	T	U	Data Type	Priori...
	4	Channel 1	Enable			1 bit	C	-	W	-	-	enable	Low

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

■ 10.1.8 Led behavior on Disable status (continued)

Parameters	Setting
Disable : led behaviour	Off On Slow blink Fast blink Soft blink Flash 1 Flash 2 Flash 3 Pulse
The parameter determines the state of Led when a Disable telegram on Channel x is disabled.	
Disable : led color	Green Blue White Orange Gold Yellow Turquoise Cyan Light blue Violet Pink Purple
The parameter determines the color of Led when a Disable telegram on Channel x is disabled.	
Invert enable/disable logic	No Yes
This parameter determines the type of logic to active/deactive a Disable status.	

■ 10.1.9 Use Alarm

A message can activate in red blinking the 4 leds.

Use alarm

No

No Alarm is not usable, no accessible communication object.				
Yes (makes available the alarm communication object) When alarm object is active all the LED blinks and the instensity is set to 100%				
No.	Object name	Function	Size	Flags
38	Alarm	Alarm	1.010 DP_Start (1 bit)	CW
Alarm activation telegrams are sent via the group address linked with this object				

Invert alarm logic

No

Disable on alarm

No for all

Parameters	Setting
Invert alarm logic	No Yes
This parameter determines the type of logic to active/deactive an alarm	
Disable on Alarm	Yes for all No for all Configure Independatly
The parameter determines if the channels are disabled on alarm. If is it chosen "Configure independently" it is possible to choose one by one the channel behaviour.	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

10.2 Channels configuration (1,2,3,4)

This screen allows to chose how to manage the channels and to configure their settings

Usage type

use separatly

----- Channel 1 -----

Channel 1 function

Not used

Add enable object

No

Invert context information logic

No

----- Channel 2 -----

Channel 2 function

Not used

Add enable object

No

Invert context information logic

No

■ 10.2.1 Use separately

Channel X function

Not used

Channel is not usable, no accessible communication objects

10.2.1.1 Switching

No.	Object name	Function	Size	Flags
2 (9,16,23)	Channel 1 (2,3,4)	Switching	1.001 DP_Switch (1 bit)	CWT
Switching telegrams are sent via the group address linked with this object				
3 (10,17,24)	Channel 1 (2,3,4)	Switching Status	1.01 DP_Switch (1 bit)	CW
Switching status are received via the group address linked with this object.				

----- Channel 1 -----

Channel 1 function

Switching

SubFunction

Short / Long

Short push reaction

Toggle

Long push reaction

No reaction

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)**SubFunction****Short/long**

Parameters	Setting
Short push reaction	No reaction On Off Toggle
<p>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 the push button related to the channel.</p> <p>"No reaction": A short push does not change the object value and also does not send a telegram.</p> <p>"On": After short push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.</p> <p>"Off": After short push, the switching value "OFF" (binary value, "0") is transferred into the communication object and sent.</p> <p>"Toggle": After short push, the switching value stored in the communication object is inverted and the new value is sent</p>	
Long push reaction	No reaction On Off Toggle
<p>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 related to the channel.</p> <p>"No reaction": A long push does not change the object value and also does not send a telegram.</p> <p>"On": After long push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.</p> <p>"Off": After long push, the switching value "OFF" (binary value, "0") is transferred into the communication object and sent.</p> <p>"Toggle": After long push, the switching value stored in the communication object is inverted and the new value is sent</p>	

Push/Release

Parameters	Setting
Push reaction	No reaction On Off Toggle
<p>Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after pressing the push button related to the channel.</p> <p>"No reaction": Pushing a button action does not change the object value and also does not send a telegram.</p> <p>"On": Pressing a push-button, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.</p> <p>"Off": Pressing a push-button, the switching value "OFF" (binary value, "0") is transferred into the communication object and sent.</p> <p>"Toggle": Pressing a push-button, the switching value stored in the communication object is inverted and the new value is sent</p>	
Release reaction	No reaction On Off Toggle
<p>Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after releasing the push button related to the channel.</p> <p>"No reaction": A release of the push-button does not change the object value and also does not send a telegram.</p> <p>"On": After releasing a push-button, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.</p> <p>"Off": After releasing a push-button, the switching value "OFF" (binary value, "0") is transferred into the communication object and sent.</p> <p>"Toggle": Releasing a push-button, the switching value stored in the communication object is inverted and the new value is sent</p>	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

10.2.1.2 Shutter 1-input

No.	Object name	Function	Size	Flags
2 (9,16,23)	Channel 1 (2,3,4)	Shutter Up/Down	1.008 DP_UpDown (1 bit)	CWT
The movement commands Up/Down are sent via the address linked with this object in order to raise/lower the solar protection.				
8 (15,22,29)	Channel 1 (2,3,4)	Shutter Stop - slats	1.009 DP_OpenClose (1 bit)	CWT
The command "STOP" or "Slats OPEN/CLOSE" are sent via the group address linked with this object.				
7 (14,21,28)	Channel 1 (2,3,4)	Shutter Status	5.001 DP_Scaling (1 Byte)	CW
The shutter status telegrams are received from the shutter actuator via the group address linked with this object.				

----- Channel 1 -----

Channel 1 function

Shutter 1-input

Short push reaction

Stop

Long push reaction

Cyclical Up/Down

Long push release

No reaction

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 movement command is written into the storage cell of the communication object and sent after short pressing the push button related to the channel. "No reaction": a short push does not change the object value and also does not send a telegram. Cyclical Up / Down + stop : each short push transfers the following sequence command values into the communication object: Up, Stop, Down, Stop, Up, Stop, Down, Stop,etc. Up + stop : each short push transfers the following sequence command values into the communication object: Up, Stop, Up, Stop,,etc. Down + stop : each short push transfers the following sequence command values into the communication object: Down, Stop, Down, Stop, etc. Cyclical Up / Down: each short push transfers the following sequence command values into the communication object : Up, Down, Up, Down,,etc. Stop : a short push transfers into the communication object the stop command value ("1" or "0") 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 communication object the Up command (value "0") Down: a short push transfers into the communication 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 movement command is written into the storage cell of the communication object and sent after long pressing the push button related to the channel. "No reaction": a long push does not change the object value and also does not send a telegram. Up: a long push send the Up command (value "0") Down: a long push sends the Down command (value "1") Cyclical Up / Down: each long push sends the following sequence commands: Up, Down, Up, Down,,etc. Stop : a long push sends the stop command (value "1" or "0") Cyclical Open /Close slats : each long push sends the following sequence commands : Open slats, Close slats, Open slats, Close slats.	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)**10.2.1.2 Shutter 1-input (continued)**

Parameters	Setting
Open slats: a long push action sends the (open slats) command (value "0") Close slats: a long push action sends the (close slats) command (value "1")	
Long push release	No reaction Stop
Here an adjustment is made to define which value is written into the storage cell of the communication object and sent when releasing the push-button related to the input after a long push. "No reaction": a release does not change the object value and also does not lead to the sending of a telegram. Stop: the stop command (value "1" or "0") is transferred into the communication object and sent	

10.2.1.3 8-bits scene control

This function allows to recall/save up to 64 scene.

A short push recalls the scene and a special long push (10s) allows to save a scene; for the defined scene number all the involved actuators statuses are saved.

No.	Object name	Function	Size	Flags
5 (12,19,26)	Channel 1 (2,3,4)	8-bits scene	17.001 DP_SceneNumber (1 Byte)	CT
The telegrams to recall the scene with the configured number (1..64) are sent via the group address link with this object.				

----- Channel 1 -----

Channel 1 function 8-bits scene control ▼

Scene num. on short push 1 ▲ ▼

Parameters	Setting
Scene num. on short push	0..64
This parameters determines which scene (1..64) has to be recalled on rising edge. If value "0" is set, no scene is going to be recalled	

10.2.1.4 Priority

This function allows to send lock/unlock commands.

No.	Object name	Function	Size	Flags
5 (12,19,26)	Channel 1 (2,3,4)	Override 2bits	2.001 DP_Switch_Control (2 bits)	CT
The telegrams with the override commands are sent via the address linked with this object				

----- Channel 1 -----

Channel 1 function Priority ▼

Short push reaction Priority High / On ▼

Long push reaction Priority High / Off ▼

Parameters	Setting
Short push reaction	Priority High / On (lock On) Priority High / Off (lock Off) Priority Low / On (Unlock On) Priority Low / Off (Unlock Off)
Here it is chosen the desired value to be sent upon a short press of the push-button related to the channel.	
Long push reaction	Priority High / On Priority High / Off Priority Low / On Priority Low / Off
Here it is chosen the desired value to be sent upon a long press of the push-button related to the channel.	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)**10.2.1.4 Priority (continued)**

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

10.2.1.5 Counting

This function allows to send incremental values at each pressure.

No.	Object name	Function	Size	Flags
5 (12,19,26)	Channel 1 (2,3,4)	Counting	17.001 DP_SceneNumber (1 Byte)	CT
The telegrams to recall the scene with the configured number (1..64) are sent via the group address link with this object.				
3 (10,17,24)	Channel 1 (2,3,4)	Reset Counter	1.015 DP_Reset (1 bit)	CW
If a telegram linked with this object is received, then the counter value is reset to the minimum value set by the "minimum value" parameter.				

----- Channel 1 -----

Channel 1 function Counting

Minimum value 0

Maximum value 255

Increment / Decrement Increment

Add "Reset counter" Object No

Parameters	Setting
Minimum value	0..255, 0
An adjustment is made via this parameter to define the minimum counter value. In case of "decrement" value of "Increment decrement" parameter, the next counter value is set to the maximum.	
Maximum value	0..255, 255
An adjustment is made via this parameter to define the maximum counter value In case of "increment" value of "Increment decrement" parameter, the next counter value is set to the minimum.	
Increment / Decrement	Increment Decrement
Here an adjustment is made as to whether the counter value is to be increased by value 1 or decreased by the value 1 after each rising edge.	
Add "Reset counter" Object	Yes / No
This parameter determines if the "Reset Counter" object is enabled or not.	

10.2.1.6 Dimming

No.	Object name	Function	Size	Flags
2 (9,16,23)	Channel 1 (2,3,4)	Switching	1.01 DP_Switch (1bit)	CWT
Switching telegrams are sent via the group address linked with this object.				
6 (13,20,27)	Channel 1 (2,3,4)	Dimming	3.007 DP_Control_Dimming (4 bit)	CT
Dimming telegrams are sent via the group address linked with this object.				
7 (14,21,28)	Channel 1 (2,3,4)	Value Status	5.001 DP_Scaling (1 Byte)	CW
Dimming status telegrams are received via the group address linked with this object.				

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

10.2.1.6 Dimming (continued)

----- Channel 1 -----

Channel 1 function

Dimming

Switching value on short push

Toggle

Dimming value on long push

Dim +/-

Dimming value on release push

Stop

Parameters	Setting
Switching value on short push	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 the push button related to the channel. "No reaction": A short push button action does not change the object value and also does not send a telegram. "On": After a short push, the switching value "ON" (binary value,"1") is transferred into the communication object and sent. "Off": After a short push, the switching value "OFF" (binary value,"0") is transferred into the communication object and sent. "Toggle": After a short push, the switching value stored in the communication object is inverted and the new value is sent.	
Dimming value on long push	Dim +/- Dim + Dim - No reaction
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 related to the channel. "No reaction": A long push button action does not change the object value and also does send a telegram. "Dim+/-": After a long push, the dimming value stored in the communication object is inverted and the new value is sent "Dim +" After a long push, the dimming value "Increase 100%" is transferred into the communication object and sent. "Dim -": After a long push, the dimming value "Decrease 100%" is transferred into the communication object and sent.	
Dimming value on release push	No reaction Stop
Here an adjustment is made to define which dimming value is written into the storage cell of the communication object and sent after a long push release of the push button related to the Channel. "No reaction": a release after a long push does not change the object value and also does not send a telegram. "Stop": When the push button is released after a long push, the dimming value "Stop" is transferred into the communication object and sent.	

10.2.1.7 1 x 1 unsigned byte

No.	Object name	Function	Size	Flags
5 (12,19,26)	Channel 1 (2,3,4)	Unsigned Value	5.010 DP_Value_1_Ucount (1 Byte)	CT
The telegrams with the unsigned value are sent via the group address linked with this object				

----- Channel 1 -----

Channel 1 function

1 x 1 unsigned byte

Byte value on short push (0-255)

1

Parameters	Setting
Byte value on short push (0-255)	0..255, 1
Here an adjustment is made to define which unsigned 8 bits 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 Channel from logical "0" to "1".	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)**10.2.1.8 2 x 1 unsigned byte**

No.	Object name	Function	Size	Flags
5 (12,19,26)	Channel 1 (2,3,4)	Unsigned Value	5.010 DP_Value_1_Ucount (1 Byte)	CT

The telegrams with the unsigned value are sent via the group address linked with this object

----- Channel 1 -----

Channel 1 function 2 x 1 unsigned byte

Byte value on short push (0-255) 1

Byte value on long push (0-255) 0

Parameters	Setting
Byte value on short push (0-255)	0..255, 1
Here an adjustment is made to define which unsigned-8 bits value is written into the storage cell of the communication object and sent after short pressing of the push button attached to the channel.	
Byte value on short push (0-255)	0..255, 0
Here an adjustment is made to define which unsigned-8 value is written into the storage cell of the communication object and sent after long pressing of the push button attached to the input.	

10.2.1.9 Multi action

This function allows to send two telegrams with a single pressure (Channel X and Channel X Action 2).

Switching :

No.	Object name	Function	Size	Flags
2 (9,16,23)	Channel 1 (2,3,4) Action 1	Switching	1.01 DP_Switch (1 bit)	CWT
Switching telegrams are sent via the group address linked with this object				
3 (10,17,24)	Channel 1 (2,3,4) Action 1	Switching Status	1.01 DP_Switch (1 bit)	CW
Switching status are received via the group address linked with this object.				
42 (44,46,48)	Channel 1 (2,3,4) Action 2	Switching	1.01 DP_Switch (1 bit)	CWT
Switching telegrams are sent via the group address linked with this object				

----- Channel 1 -----

Channel 1 function Multi Action

Channel 1 Action 1 Type Switching

Short push reaction On

Long push reaction No reaction

Channel 1 Action 2 Type Switching

Short push reaction Off

Long push reaction No reaction

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

10.2.1.9 Multi action (continued)

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 the push button related to the channel. "No reaction": A short push does not change the object value and also does not send a telegram. "On": After a short push, the switching value "ON" (binary value,"1") is transferred into the communication object and sent. "Off": After a short push, the switching value "OFF" (binary value,"0") is transferred into the communication object and sent. "Toggle": After a short push, the switching value stored in the communication 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 a long pressing the push button related to the channel. "No reaction": A long push does not change the object value and also does not send a telegram. "On": After a long push, the switching value "ON" (binary value,"1") is transferred into the communication object and sent. "Off": 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 communication object is inverted and the new value is sent	

Shutter :

No.	Object name	Function	Size	Flags
2 (9,16,23)	Channel 1 (2,3,4) Action 1	Shutter Up/Down	1.008 DP_UpDown (1 bit)	CWT
The movement commands Up/Down are sent via the address linked with this object in order to raise/lower the solar protection.				
8 (15,22,29)	Channel 1 (2,3,4) Action 1	Shutter Stop - slats	1.009 DP_OpenClose (1 bit)	CWT
The command "STOP" or "Slats OPEN/CLOSE" are sent via the group address linked with this object.				
7 (14,21,28)	Channel 1 (2,3,4) Action 1	Shutter Status	5.001 DP_Scaling (1 Byte)	CW
The shutter status telegrams are received from the shutter actuator via the group address linked with this object.				
42 (44,46,48)	Channel 1 (2,3,4) Action 2	Shutter Up/Down	1.008 DP_UpDown (1 bit)	CWT
The movement commands Up/Down are sent via the address linked with this object in order to raise/lower the solar protection.				
43 (45,47,49)	Channel 1 (2,3,4) Action2	Shutter Stop - slats	1.009 DP_OpenClose (1 bit)	CWT
The command "STOP" or "Slats OPEN/CLOSE" are sent via the group address linked with this object.				

Channel 1 function

Multi Action

Channel 1 Action 1 Type

Shutter

Short push reaction

Stop

Long push reaction

Cyclical Up/Down

Long push release

No reaction

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)**Shutter (continued)**

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 movement command is written into the storage cell of the communication object and sent after short pressing the push button related to the channel. "No reaction": action does not change the object value and also does not send a telegram. Cyclical Up / Down + stop : each short push transfers the following sequence command values into the communication object: Up, Stop, Down, Stop, Up, Stop, Down, Stop,etc. Up + stop : each short push transfers the following sequence command values into the communication object: Up, Stop, Up, Stop,,etc. Down + stop : each short push transfers the following sequence command values into the communication object: Down, Stop, Down, Stop,,etc. Cyclical Up / Down: each short push transfers the following sequence command values into the communication object : Up, Down, Up, Down,,etc. Stop : a short push transfers into the communication object the stop command value ("1" or "0") 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 communication object the Up command (value "0") Down: a short push transfers into the communication 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 movement command is written into the storage cell of the communication object and sent after long pressing the push button related to the channel. "No reaction": action does not change the object value and also does not send a telegram. Up: a long push action send is transferred into the communication object the Up command (value "0") Down: a long push action send the Down command (value "1") Cyclical Up / Down: each short push send the following sequence commands: Up, Down, Up, Down,,etc. Stop : a long push action send the stop command (value "1" or "0") Cyclical Open /Close slats : each short push send the following sequence commands : Open slats, Close slats, Open slats, Close slats Open slats: a long push action send is transferred into the communication object the stop (open slats) command (value "0") Close slats: a long push action send is transferred into the communication object the stop (close slats) command (value "1")	
Long push release	No reaction Stop
Here an adjustment is made to define which value is written into the storage cell of the communication object and sent after a long press release of the push button related to the Channel. "No reaction": action does not change the object value and also does not send a telegram. Stop : the stop command (value "1" or "0") is transferred into the communication object and sent.	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

Scenario :
This function allows to recall/save up to 64 scene.
A short push recalls the scene and a special long push (10s) allows to save a scene; for the defined scene number all the involved actuators statuses are saved.

No.	Object name	Function	Size	Flags
5 (12,19,26)	Channel 1 (2,3,4) Action 1	8-bits scene	17.001 DP_SceneNumber (1 Byte)	CT
The telegrams to recall the scene with the configured number (1..64) are sent via the group address link with this object.				
42 (44,46,48)	Channel 1 (2,3,4) Action 2	8-bits scene	17.001 DP_SceneNumber (1 Byte)	CT
The telegrams to recall the scene with the configured number (1..64) are sent via the group address link with this object.				

Channel 1 function

Channel 1 Action 1 Type

Scene num. on short push

Multi Action

Scenario

1

Parameters	Setting
Scene num. on short push (0:none)	0..64
This parameters determines which scene (1..64) has to be recalled on rising edge. If value "0" is set, no scene is going to be recalled	

1x1 unsigned byte :

No.	Object name	Function	Size	Flags
5 (12,19,26)	Channel 1 (2,3,4) Action 1	Unsigned Value	5.010 DP_Value_1_Ucount (1 Byte)	CT
The telegrams with the unsigned value are sent via the group address linked with this object				
42 (44,46,48)	Channel 1 (2,3,4) Action 2	Unsigned Value	5.010 DP_Value_1_Ucount (1 Byte)	CT
The telegrams with the unsigned value are sent via the group address linked with this object				

Channel 1 function

Channel 1 Action 1 Type

Send on ...

Byte value on short push (0-255)

Multi Action

1 x 1 unsigned byte

short push

1

Parameters	Setting
Send on...	Short push Long push
Here an adjustment is made to define the lenght of the push to send the byte value.	
Byte value on short push (0-255)	0..255, 1
Here an adjustment is made to define which unsigned 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 of the Channel from logical "0" to "1".	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

2x1 unsigned byte :

No.	Object name	Function	Size	Flags
5 (12,19,26)	Channel 1 (2,3,4) Action 1	Unsigned Value	5.010 DP_Value_1_Ucount (1 Byte)	CT
The telegrams with the unsigned value are sent via the group address linked with this object				
42 (44,46,48)	Channel 1 (2,3,4) Action 2	Unsigned Value	5.010 DP_Value_1_Ucount (1 Byte)	CT
The telegrams with the unsigned value are sent via the group address linked with this object				

Channel 1 function Multi Action

Channel 1 Action 1 Type 2 x 1 unsigned byte

Byte value on short push (0-255) 1

Byte value on long push (0-255) 0

Parameters	Setting
Byte value on short push (0-255)	0..255, 1
Here an adjustment is made to define which unsigned value is written into the storage cell of the communication object and sent after short pressing the push button related to the channel.	
Byte value on long push (0-255)	0..255, 0
Here an adjustment is made to define which unsigned value is written into the storage cell of the communication object and sent after long pressing the push button related to the channel.	

10.2.1.10 Conditional mode

This function allows to send a telegram of the same type in two groups according to Mode 1 or 2 :

- When mode 1 is active, is sent Channel X.
- When mode 2 is active, is sent Channel X Action 2.

Switching :

No.	Object name	Function	Size	Flags
2 (9,16,23)	Channel 1 (2,3,4) Mode 1	Switching	1.01 DP_Switch (1 bit)	CWT
Switching telegrams are sent via the group address linked with this object				
3 (10,17,24)	Channel 1 (2,3,4) Mode 1	Switching Status	1.01 DP_Switch (1 bit)	CW
Switching status are received via the group address linked with this object. They are only visible if "Add status object" parameter value is set to "yes".				
42 (44,46,48)	Channel 1 (2,3,4) Mode 2	Switching	1.01 DP_Switch (1 bit)	CWT
Switching telegrams are sent via the group address linked with this object .				

----- Channel 1 -----

Channel 1 function Conditional mode

Channel 1 Action Type Switching

Short push reaction Toggle

Long push reaction No reaction

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

Switching (continued) :

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 the push button related to the channel. "No reaction": A short push button action does not change the object value and also does not send a telegram. "On": After a short push, the switching value "ON" (binary value,"1") is transferred into the communication object and sent. "Off": After a short push, the switching value "OFF" (binary value,"0") is transferred into the communication object and sent. "Toggle": After a short push, the switching value stored in the communication 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 related to the channel. "No reaction": A long push button action does not change the object value and also does not send a telegram. "On": After a long push, the switching value "ON" (binary value,"1") is transferred into the communication object and sent. "Off": 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 communication object is inverted and the new value is sent	

Shutter :

No.	Object name	Function	Size	Flags
2 (9,16,23)	Channel 1 (2,3,4) Mode 1	Shutter Up/Down	1.008 DP_UpDown (1 bit)	CWT
The movement commands Up/Down are sent via the address linked with this object in order to raise/lower the solar protection.				
8 (15,22,29)	Channel 1 (2,3,4) Mode 1	Shutter Stop - slats	1.009 DP_OpenClose (1 bit)	CWT
The command "STOP" or "Slats OPEN/CLOSE" are sent via the group address linked with this object.				
7 (14,21,28)	Channel 1 (2,3,4) Mode 1	Shutter Status	5.001 DP_Scaling (1 Byte)	CW
The shutter status telegrams are received from the shutter actuator via the group address linked with this object.				
42 (44,46,48)	Channel 1 (2,3,4) Mode 2	Shutter Up/Down	1.008 DP_UpDown (1 bit)	CWT
The movement commands Up/Down are sent via the address linked with this object in order to raise/lower the solar protection.				
43 (45,47,49)	Channel 1 (2,3,4) Mode 2	Shutter Stop - slats	1.009 DP_OpenClose (1 bit)	CWT
The command "STOP" or "Slats OPEN/CLOSE" are sent via the group address linked with this object.				

Channel 1 function

Channel 1 Action Type

Short push reaction

Long push reaction

Long push release

Conditional mode

Shutter

Stop

Cyclical Up/Down

No reaction

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)**Shutter (continued) :**

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 movement command is written into the storage cell of the communication object and sent after short pressing the push button related to the channel. "No reaction": action does not change the object value and also does not send a telegram. Cyclical Up / Down + stop : each short push transfers the following sequence command values into the communication object: Up, Stop, Down, Stop, Up, Stop, Down, Stop,etc. Up + stop : each short push transfers the following sequence command values into the communication object: Up, Stop, Up, Stop,,etc. Down + stop : each short push transfers the following sequence command values into the communication object: Down, Stop, Down, Stop,,etc. Cyclical Up / Down: each short push transfers the following sequence command values into the communication object : Up, Down, Up, Down,,etc. Stop : a short push transfers into the communication object the stop command value ("1" or "0") 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 communication object the Up command (value "0") Down: a short push transfers into the communication 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 movement command is written into the storage cell of the communication object and sent after long pressing the push button related to the channel. "No reaction": action does not change the object value and also does not send a telegram. Up: a long push action send is transferred into the communication object the Up command (value "0") Down: a long push action send the Down command (value "1") Cyclical Up / Down: each short push send the following sequence commands: Up, Down, Up, Down,,etc. Stop : a long push action send the stop command (value "1" or "0") Cyclical Open /Close slats : each short push send the following sequence commands : Open slats, Close slats, Open slats, Close slats Open slats: a long push action send is transferred into the communication object the stop (open slats) command (value "0") Close slats: a long push action send is transferred into the communication object the stop (close slats) command (value "1")	
Long push release	No reaction Stop
Here an adjustment is made to define which value is written into the storage cell of the communication object and sent after releasing a long press on the push button related to the Channel. "No reaction": action does not change the object value and also does not send a telegram. Stop : the stop command (value "1" or "0") is transferred into the communication object and sent	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)**Scenario :**

This function allows to recall/save up to 64 scene.

A short push recalls the scene and a special long push (10s) allows to save a scene; for the defined scene number all the involved actuators statuses are saved.

No.	Object name	Function	Size	Flags
5 (12,19,26)	Channel 1 (2,3,4) Action 1	8-bits scene	17.001 DP_SceneNumber (1 Byte)	CT

The telegrams to recall the scene with the configured number (1..64) are sent via the group address link with this object.

----- Channel 1 -----

Channel 1 function

Channel 1 Action Type

-- Mode 1 --

Scene num. on short push

-- Mode 2 --

Scene num. on short push

Mode 1

Parameters	Setting
Scene num. on short push	0..64
This parameters determines which scene (1..64) has to be recalled on rising edge when mode 1 is active If value "0" is set, no scene is going to be recalled	

Mode 2

Parameters	Setting
Scene num. on short push	0..64
This parameters determines which scene (1..64) has to be recalled on rising edge when mode 2 is active If value "0" is set, no scene is going to be recalled	

Dimming :

No.	Object name	Function	DP	Flags
2 (9,16,23)	Channel 1 (2,3,4) Mode 1	Switching	1.01 DP_Switch (1 bit)	CWT
Switching telegrams are sent via the group address linked with this object.				
7 (14,21,28)	Channel 1 (2,3,4) Mode 1	Value Status	5.001 DP_Scaling (1 Byte)	CW
The dimming status telegrams are received from the dimming actuator via the group address linked with this object.				
42 (44,46,48)	Channel 1 (2,3,4) Mode 2	Switching	1.01 DP_Switch (1 bit)	CWT
Switching telegrams are sent via the group address linked with this object.				
6 (13,20,27)	Channel 1 (2,3,4) Mode 1	Dimming	3.007 DP_Control_Dimming (4 bit)	CT
The dimming telegrams are sent to the dimming actuator via the group address linked with this object.				
43 (45,47,49)	Channel 1 (2,3,4) Mode 2	Dimming	3.007 DP_Control_Dimming (4 bit)	CT
The dimming telegrams are sent to the dimming actuator via the group address linked with this object.				

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

Dimming (continued):

----- Channel 1 -----

Channel 1 function

Conditional mode

Channel 1 Action Type

Dimming

Switching value on short push

Toggle

Dimming value on long push

Dim +/-

Dimming value on release push

Stop

Parameters	Setting
Switching value on short push	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 the push button related to the channel. "No reaction": A short push does not change the object value and also does not send a telegram. "On": After a short press, the switching value "ON" (binary value,"1") is transferred into the communication object and sent. "Off": After a short press, the switching value "OFF" (binary value,"0") is transferred into the communication object and sent. "Toggle": After a short press, the switching value stored in the communication object is inverted and the new value is sent	
Dimming value on long push	Dim +/- Dim + Dim - No reaction
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 related to the channel. "No reaction": A long push does not change the object value and also does not send a telegram. "Dim+/-": After a long press, the dimming value stored in the communication object is inverted and the new value is sent "Dim +" After a long press, the dimming value "Increase 100%" is transferred into the communication object and sent. "Dim -": After a long press, the dimming value "Decrease 100%" is transferred into the communication object and sent.	
Dimming value on release push	No reaction Stop
Here an adjustment is made to define which dimming value is written into the storage cell of the communication object and sent after releasing a long press of the push button related to the Channel. "No reaction": A long push button action does not change the object value and also does not send a telegram. "Stop": When the push button is released after a long push, the dimming value "Stop" is transferred into the communication object and sent.	

1x1 unsigned byte :

No.	Object name	Function	Size	Flags
5 (12,19,26)	Channel 1 (2,3,4) Mode 1	Unsigned Value	5.010 DP_Value_1_Ucount (1 Byte)	CT
The telegrams with the unsigned value are sent via the group address linked with this object				
42 (44,46,48)	Channel 1 (2,3,4) Mode 2	Unsigned Value	5.010 DP_Value_1_Ucount (1 Byte)	CT
The telegrams with the unsigned value are sent via the group address linked with this object				

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

1x1 unsigned byte (continued):

----- Channel 1 -----

Channel 1 function

Conditional mode

Channel 1 Action Type

1 x 1 unsigned byte

-- Mode 1 --

Send on ...

short push

Byte value on short push (0-255)

1

-- Mode 2 --

Send on ...

short push

Byte value on short push (0-255)

3

Mode 1

Parameters	Setting
Send on...	Short push Long push
Here an adjustment is made to define the length of push to send the byte value.	
Byte value on short push (0-255)	0..255, 1
Here an adjustment is made to define which unsigned-8 bits 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 of the Channel from logical "0" to "1", when the mode 1 is active.	

Mode 2

Parameters	Setting
Send on...	Short push Long push
Here an adjustment is made to define the length of push to send the byte value.	
Byte value on short push (0-255)	0..255, 1
Here an adjustment is made to define which unsigned-8 bits 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 of the Channel from logical "0" to "1", when the mode 2 is active.	

2x1 unsigned byte :

No.	Object name	Function	Size	Flags
5 (12,19,26)	Channel 1 (2,3,4) Mode 1	Unsigned Value	5.010 DP_Value_1_Ucount (1 Byte)	CT
The telegrams with the unsigned value are sent via the group address linked with this object				
42 (44,46,48)	Channel 1 (2,3,4) Mode 2	Unsigned Value	5.010 DP_Value_1_Ucount (1 Byte)	CT
The telegrams with the unsigned value are sent via the group address linked with this object				

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

2x1 unsigned byte (continued):

----- Channel 1 -----

Channel 1 function

Conditional mode

Channel 1 Action Type

2 x 1 unsigned byte

-- Mode 1 --

Byte value on short push (0-255)

1

Byte value on long push (0-255)

7

-- Mode 2 --

Byte value on short push (0-255)

3

Byte value on long push (0-255)

5

Mode 1

Parameters	Setting
Byte value on short push (0-255)	0..255, 1
Here an adjustment is made to define which unsigned 8 bits value is written into the storage cell of the communication object and sent after short pressing of the push button related to the channel, when the mode 1 is active.	
Byte value on long push (0-255)	0..255, 0
Here an adjustment is made to define which unsigned value is written into the storage cell of the communication object and sent after long pressing the push button related to the channel, when the mode 1 is active.	

Mode 2

Parameters	Setting
Byte value on short push (0-255)	0..255, 1
Here an adjustment is made to define which unsigned value is written into the storage cell of the communication object and sent after short pressing the push button related to the channel, when the mode 2 is active.	
Byte value on long push (0-255)	0..255, 0
Here an adjustment is made to define which unsigned value is written into the storage cell of the communication object and sent after long pressing the push button related to the channel, when the mode 2 is active.	

10.2.1.11 Add Enable object

No.	Object name	Function	Size	Flags
4 (11,18,25)	Channel 1 (2,3,4)	Enable	1.02 DP_Enable (1 bit)	CW
Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding channel. They are only visible if "Add Enable object" parameter value is set to "yes".				

Add enable object

No

10.2.1.12 Invert context information logic

Invert context information logic

No

Invert context information logic	Yes / No
This parameter determines the type of logic of context information.	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

10.2.2 Use Jointly

10.2.2.1 Switching

No.	Object name	Function	Size	Flags
2 (16)	Channel 1-2 (3-4)	Switching	1.01 DP_Switch (1 bit)	CWT
Switching telegrams are sent via the group address linked with this object				
3 (17)	Channel 1-2 (3-4)	Switching Status	1.01 DP_Switch (1 bit)	CW
Switching status are received via the group address linked with this object.				
4 (18)	Channel 1-2 (3-4)	Enable	1.02 DP_Enable (1 bit)	CW
Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock(enable) the corresponding channels. They are only visible if "Add Disable object" parameter value is set to yes.				

Usage type

use jointly

Channel 1-2 function

Switching

Channel 1 - Short push reaction

On

Channel 2 - Short push reaction

Off

Add enable object

No

Parameters	Setting
Channel Xn - 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 the push button related to the channel. "No reaction": A short push does not change the object value and also does not lead to the sending of a telegram. "On": After a short push, the switching value "ON" (binary value,"1") is transferred into the communication object and sent. "Off": After a short push, the switching value "OFF" (binary value,"0") is transferred into the communication object and sent. "Toggle": After a short push, the switching value stored in the communication object is inverted and the new value is sent	
Channel Xn+1 - 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 the push button related to the channel. "No reaction": A short push does not change the object value and also does not send a telegram. "On": After a short push, the switching value "ON" (binary value,"1") is transferred into the communication object and sent. "Off": After a short push, the switching value "OFF" (binary value,"0") is transferred into the communication object and sent. "Toggle": After a short push, the switching value stored in the communication object is inverted and the new value is sent	
Add Enable object	Yes / No
The parameter determines if the Channels (1-2 or 3-4) can be blocked via an additional Enable object or not. If the Channels are blocked (Enable value = 1) the status changes of these channels are not transmitted.	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)**10.2.2.2 Dimming**

No.	Object name	Function	Size	Flags
2 (16)	Channel 1-2 (3-4)	Switching	1.01 DP_Switch (1 bit)	CWT
Switching telegrams are sent via the group address linked with this object				
6 (20)	Channel 1-2 (3-4)	Dimming	3.007 DP_Control_Dimming (4 bit)	CT
Dimming telegrams are sent via the group address linked with this object				
7 (21)	Channel 1-2 (3-4)	Value Status	5.001 DP_Scaling (1 byte)	CW
The dimming status telegrams are received from the dimming actuator via the group address linked with this object.				
4 (18)	Channel 1-2 (3-4)	Enable	1.02 DP_Enable (1 bit)	CW
Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock(enable) the corresponding channels. They are only visible if "Add Enable object" parameter value is set to "yes".				

Channel 1-2 function	Dimming
Channel 1 - Switching value on short push	On
Channel 1 - Switching value on long push	On
Channel 1 - Dimming value on long push	Dim+
Channel 1 - Dimming value on release push	Stop
Channel 2 - Switching value on short push	Off
Channel 2 - Switching value on long push	No reaction
Channel 2 - Dimming value on long push	Dim-
Channel 2 - Dimming value on release push	Stop

Parameters	Setting
Channel X - Switching value on short push	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 the push button related to the channel. "No reaction": A short push does not change the object value and also does not send a telegram. "On": After a short push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent. "Off": After a short push, the switching value "OFF" (binary value, "0") is transferred into the communication object and sent. "Toggle": After a short push, the switching value stored in the communication object is inverted and the new value is sent.	
Channel X - Switching value on long push	No reaction 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 related to the channel. "No reaction": A long push does not change the object value and also does not send a telegram. "On": After long push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.	
Channel X - Dimming value on long push	Dim +/- Dim + Dim - No reaction
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 of the push button related to the channel. "No reaction": A long push does not change the object value and also does not send a telegram. "Dim +/-": After a long push, the dimming value stored in the communication object is inverted and the new value is sent "Dim +" After a short push, the dimming value "Increase 100%" is transferred into the communication object and sent. "Dim -": After a short push, the dimming value "Decrease 100%" is transferred into the communication object and sent.	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)**10.2.2.2 Dimming (continued)**

Parameters	Setting
Channel X - Dimming value on release push	No reaction Stop
Here an adjustment is made to define which dimming value is written into the storage cell of the communication object and sent when long pressing the push button related to the Channel. "No reaction": A long push button action does not change the object value and also does not send a telegram. "Stop": When the push button is released after a long push, the dimming value "Stop" is transferred into the communication object and sent.	
Channel X +1 - Switching value on short push	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 the push button related to the channel. "No reaction": A short push does not change the object value and also does send a telegram. "On": After a short push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent. "Off": After a short push, the switching value "OFF" (binary value, "0") is transferred into the communication object and sent. "Toggle": After a short push, the switching value stored in the communication object is inverted and the new value is sent	
Channel X +1 - Switching value on long push	No reaction 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 related to the channel. "No reaction": A long push does not change the object value and also does not lead to the sending of a telegram. "On": An long push button action, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.	
Channel X +1 - Dimming value on long push	Dim +/- Dim + Dim - No reaction
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 of the push button related to the channel. "No reaction": A long push does not change the object value and also does not send a telegram. "Dim+/-": After a long push, the dimming value stored in the communication object is inverted and the new value is sent "Dim +" After a short push, the dimming value "Increase 100%" is transferred into the communication object and sent. "Dim -": After a short push, the dimming value "Decrease 100%" is transferred into the communication object and sent.	
Channel X +1 - Dimming value on release push	No reaction Stop
Here an adjustment is made to define which dimming value is written into the storage cell of the communication object and sent when long pressing the push button related to the Channel. "No reaction": A long push button action does not change the object value and also does not send a telegram. "Stop": When the push button is released after a long push, the dimming value "Stop" is transferred into the communication object and sent.	
Add Enable object	Yes / No
The parameter determines if the channels can be blocked via an additional Enable object or not. If the channels are blocked (Enable value = 1) the status changes of these channels are not transmitted.	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

10.2.2.3 Shutter 2-input

No.	Object name	Function	Size	Flags
2 (16)	Channel 1-2 (3-4)	Shutter Up/Down	1.008 DP_UpDown (1 bit)	CWT
The movement commands Up/Down are sent via the address linked with this object in order to raise/lower the solar protection.				
8 (22)	Channel 1-2 (3-4)	Shutter Stop - slats	1.009 DP_OpenClose (1 bit)	CWT
The command "STOP" or "Slats OPEN/CLOSE" are sent via the group address linked with this object.				
7 (21)	Channel 1-2 (3-4)	Shutter Status	5.001 DP_Scaling (1 Byte)	CW
The shutter status telegrams are received from the shutter actuator via the group address linked with this object.				
4 (18)	Channel 1-2 (3-4)	Enable	1.03 DP_Enable (1 bit)	CW
Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock(enable) the corresponding channels. They are only visible if "Add Enable object " parameter value is set to yes.				

Channel 1-2 function

Shutter 2-inputs

Channel 1 - Short push reaction

Up + stop

Channel 1 - Long push reaction

Open slats

Channel 1 - Long push release

No reaction

Channel 2 - Short push reaction

Down + stop

Channel 2 - Long push reaction

Close slats

Channel 2 - Long push release

No reaction

Add enable object

No

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)**10.2.2.3 Shutter 2-input (continued)**

Parameters	Setting
Channel X - 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 movement command is written into the storage cell of the communication object and sent after short pressing the push button related to the channel. "No reaction": actions do not change the object value and also does not send a telegram. Cyclical Up / Down + stop : each short push transfers the following sequence command values into the communication object: Up, Stop, Down, Stop, Up, Stop, Down, Stop,etc. Up + stop : each short push transfers the following sequence command values into the communication object: Up, Stop, Up, Stop,,etc. Down + stop : each short push transfers the following sequence command values into the communication object: Up, Stop, Up, Stop,,etc. Cyclical Up / Down: each short push transfers the following sequence command values into the communication object : Up, Down, Up, Down,,etc. Stop : a short push transfers into the communication object the stop command value ("1" or "0") 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 communication object the Up command (value "0") Down: a short push transfers into the communication object the Down command (value "1")	
Channel X - 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 movement command is written into the storage cell of the communication object and sent after long pressing the push button related to the channel. "No reaction": actions do not change the object value and also do not send a telegram. Up: a long push action send is transferred into the communication object the Up command (value "0") Down: a long push action send the Down command (value "1") Cyclical Up / Down: each short push send the following sequence commands: Up, Down, Up, Down,,etc. Stop : a long push action send the stop command (value "1" or "0") Cyclical Open /Close slats : each short push send the following sequence commands : Open slats, Close slats, Open slats, Close slats Open slats: a long push action send is transferred into the communication object the stop (open slats) command (value "0") Close slats: a long push action send is transferred into the communication object the stop (close slats) command (value "1")	
Channel X - Long push release	No reaction Stop
Here an adjustment is made to define which value is written into the storage cell of the communication object and sent a long press release of the push button related to the channel. "No reaction": actions do not change the object value and also do not send a telegram. Stop : the stop command (value "1" or "0") is transferred into the communication object and sent	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)**10.2.2.3 Shutter 2-input (continued)**

Parameters	Setting
Channel X +1 - 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 movement command is written into the storage cell of the communication object and sent after short pressing the push button related to the channel. "No reaction": actions do not change the object value and also do not send a telegram. Cyclical Up / Down + stop : each short push transfers the following sequence command values into the communication object: Up, Stop, Down, Stop, Up, Stop, Down, Stop,etc. Up + stop : each short push transfers the following sequence command values into the communication object: Up, Stop, Up, Stop,,etc. Down + stop : each short push transfers the following sequence command values into the communication object: Up, Stop, Up, Stop,,etc. Cyclical Up / Down: each short push transfers the following sequence command values into the communication object : Up, Down, Up, Down,,etc. Stop : a short push transfers into the communication object the stop command value ("1" or "0") 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 communication object the Up command (value "0") Down: a short push transfers into the communication object the Down command (value "1")	
Channel X +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 movement command is written into the storage cell of the communication object and sent after long pressing the push button related to the Channel. "No reaction": actions do not change the object value and also do not send a telegram. Up: a long push action send is transferred into the communication object the Up command (value "0") Down: a long push action send the Down command (value "1") Cyclical Up / Down: each short push send the following sequence commands: Up, Down, Up, Down,,etc. Stop : a long push action send the stop command (value "1" or "0") Cyclical Open /Close slats : each short push send the following sequence commands : Open slats, Close slats, Open slats, Close slats Open slats: a long push action send is transferred into the communication object the stop (open slats) command (value "0") Close slats: a long push action send is transferred into the communication object the stop (close slats) command (value "1")	
Channel X - Long push release	No reaction / Stop
Here an adjustment is made to define which value is written into the storage cell of the communication object and sent a long press release of the push button related to the channel. "No reaction": actions do not change the object value and also do not send a telegram. Stop : the stop command (value "1" or "0") is transferred into the communication object and sent	
Add Enable object	Yes / No
The parameter determines if the Channels (1-2 or 3-4) can be blocked via an additional Enable object or not. If the Channels are (1-2 or 3-4) is blocked (Enable value = 1) the status changes of these channels are not transmitted.	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

10.3 LEDs configuration

Use led 1

Yes

----- Mode 1 -----

-- ON status --

Led color

Green

Led behaviour

On

-- OFF status --

Led color

Blue

Led behaviour

On

----- Mode 2 -----

-- ON status --

Led color

Green

Led behaviour

Soft blink

-- OFF status --

Led color

Blue

Led behaviour

Soft blink

Use led X

Use led 1

Yes

Use led X	Yes / No
The parameter determines if the led X is used or not (it depend if the rockers has light diffuser).	

Mode1
ON status

Led color	Green Blue White Orange Gold Yellow Turquoise Cyan Light blue Violet Pink Purple
The parameter determines the color of led X for ON status in Mode 1	
Led behaviour	Off On Slow blink Fast blink Soft blink Flash 1 Flash 2 Flash 3 Pulse
The parameter determines the behaviour of led X for ON status in Mode 1	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

Mode1 (continued)
OFF status

Led color	Green Blue White Orange Gold Yellow Turquoise Cyan Light blue Violet Pink Purple
The parameter determines the color of led X for OFF status in Mode 1	
Led behaviour	Off On Slow blink Fast blink Soft blink Flash 1 Flash 2 Flash 3 Pulse
The parameter determines the behaviour of led X for OFF status in Mode 1	

Mode2
ON status

Led color	Green Blue White Orange Gold Yellow Turquoise Cyan Light blue Violet Pink Purple
The parameter determines the color of led X for ON status in Mode 2	
Led behaviour	Off On Slow blink Fast blink Soft blink Flash 1 Flash 2 Flash 3 Pulse
The parameter determines the behaviour of Led X for ON status in Mode 2	

10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

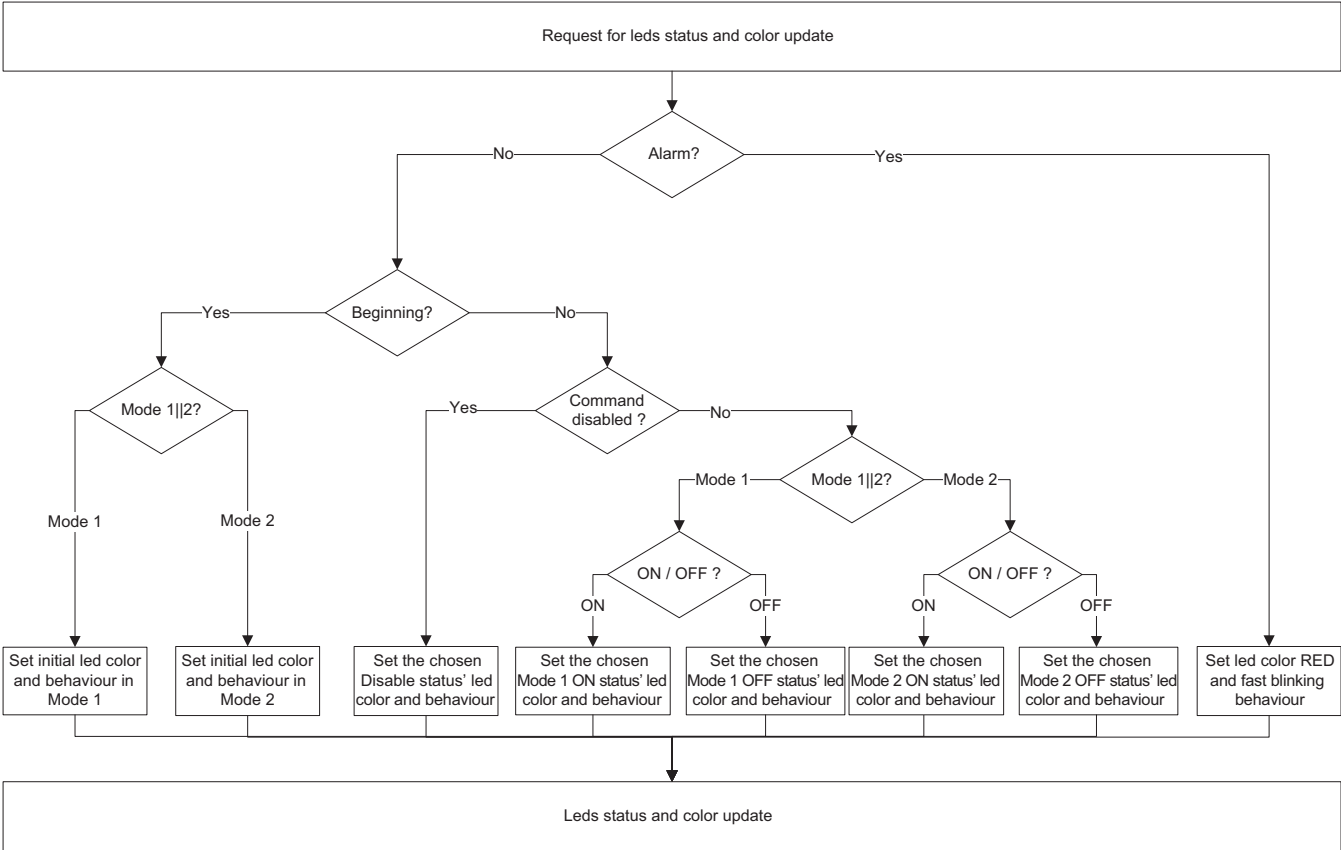
Mode2 (continued)
OFF status

Led color	Green Blue White Orange Gold Yellow Turquoise Cyan Light blue Violet Pink Purple
The parameter determines the color of led X for OFF status in Mode 2	
Led behaviour	Off On Slow blink Fast blink Soft blink Flash 1 Flash 2 Flash 3 Pulse
The parameter determines the behaviour of Led X for OFF status in Mode 2	

10.4 LEDs color and behaviour updating flowchart

The led color and behaviour changings are performed when :

- Is received an object of : Status, Alarm, Function, Enable.
- Is pushed a button : in shutter mode, 8-bits scene control, priority, counting, 1x1unsigned byte, 2x1 unsigned byte or if context information are active.



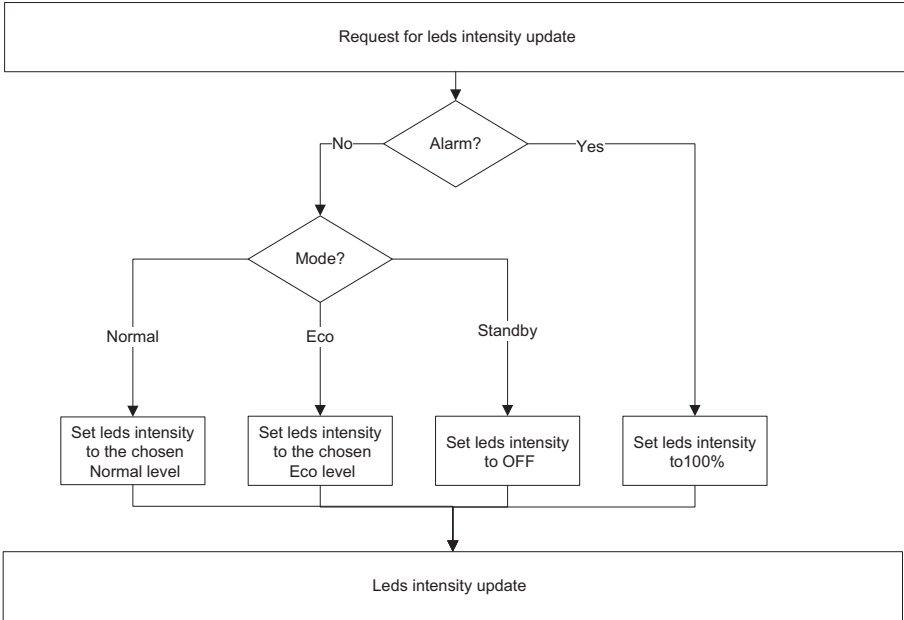
10. COMMUNICATION OBJECTS DESCRIPTION (CONTINUED)

10.5 LED intensity update flowchart

The leds intensity changings are performed when :

- Is received an object of : Standby, Eco mode, Normal mode, Eco/Normal, Alarm
- Is pressed a push-button.

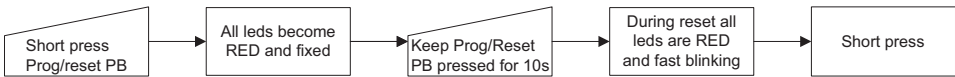
After Standby or Alarm mode the level is set to the previous level (Normal/Eco).
Standby mode is disables if any button is pressed.



10.6 No configuration status and reset procedure

Product not yet configured
The product has no physical address and no group addresses associated.
The leds change colors randomly every 200ms.

Reset procedure



Nota : when in programming mode (RED and fixed leds) there are 30min before timing out.