

Installer manual



01522.1

4 input/output device, 4 relay outputs NO 16 A 250 V~.

BUILDING AUTOMATION

WELL-CONTACT PLUS

Contents



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COMMUNICATION OBJECTS AND ETS PARAMETERS from page 8



For details of the Well-contact Plus system, consult the installer manual, which can be downloaded from the Download section

→ Software → Well-contact Plus on the website www.vimar.com.



General characteristics and functions

Device with 4 inputs/outputs, 4 NO relay outputs 16 A 250 V~, programmable with control function for lights, roller shutters with slat orientation, push buttons for local control, 4 programmable digital inputs for potential-free contacts, KNX standard, installation on DIN rails (60715 TH35), occupies 4 modules size 17.5 mm.



01522.1

General characteristics

The device is designed to manage 4 inputs and 4 generic outputs for typical applications in the service industry (access to offices, hospital or hotel rooms, swimming pools, saunas, sports facilities, restricted access areas, etc.). The device has 4 ON/OFF inputs and 4 relay outputs 16 A 250 V~.

It is also designed to work as a virtual pocket function for the presence control in the room.

Outputs 1-2 and 3-4 can be used to control roller shutters or Venetian blinds.

Functions

The functions available are the same for all channels.

For "Single outputs", the following functions are available for the outputs:

- Disabled
 - channel without function;
- Switching module
- the output is switched according to the other parameters; • Stair light
- depending on the other parameters, the output is switched for a period of time (one-position stable relay).

Two outputs can be grouped together (OUT1/OUT2 and OUT3/ OUT4 to obtain the following functions:

- Roller shutter
- Venetian blinds
- Fr the inputs:
- Disabled
- channel without function;
- Grouped channels: control or roller shutter function (IN 1/2 and IN 3/4 are connected to two separate control devices e.g. 20062);
- **Single channels:** switching module, counter, scenario, short/ long switching module, sequences function. Dimmer control with 1 button, roller shutter with 1 button.

Manual operation

Press the
push button to enter manual mode to check the output connections. Press push buttons OUT1, OUT2, OUT3, OUT4 to control the related outputs. During manual operation, outputs OUT1/OUT2 and OUT3/OUT4 are interlocked to prevent damaging any motors connected, and messages received from the bus are not managed.

Behaviour after powering on/off the Bus

Bus off: depending on the parameter settings. Bus on: depending on the parameter settings.

Behaviour after reset

As for Bus power-on.



General characteristics and functions

The KNX Secure protocol

The device is used to activate the "KNX SECURE" data encryption protocol, entering the QR code or the digits in ETS and also creating a password associated to the project.

Note: If the QR code printed on the label is too small, take a photo of it with a smartphone and enlarge it.

- The password is mandatory in the following cases:
- when enabling the Secure part of the devices in the project
- when entering the certificate of a Secure device in the project

If the Secure part of a device is disabled, it acts exactly like a device that does not support this protocol.

If you do not wish to enable the Secure part, when importing the device into the project close the Secure request window as described in the following procedure.

1. Add the Secure device to the ETS project.

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2. Ignore the set password request.

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| E Accoppiatore di linea | | | | | | | | | | |
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General characteristics and functions

3. The device is displayed with the Secure part disabled.

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4. No password is associated to the project.

| ETS5™ ETS | | | | | | - • × |
|-------------------|---------------------------|--|------------------------|--|--------------------------------|---|
| Vista Principale | Cataloghi Impostazioni | | | | | KNX |
| Progetti Archivio | ETS Inside | Progetto test | | | Ultima modifica | 13/11/2020 14:35 Dimensione totale: 130,75 KB |
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5. No certificate is associated to the project.

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| Nome Utilma mooma * Stato Pronation tast 13/11/2020 14/35 Modifies | Esporta Esporta Certificati Dispositivo + Aggiungi X Cancella Numero Seriale • Chiave di Fabbrica (FDSK) Dispositivo |



Communication objects and ETS parameters

List of existing communication objects

The following objects are available for each channel, depending on the function and settings; they are identical for every channel or for pairs of channels used for roller shutters. If a channel is not on there are no communication objects.

Output communication objects

| | Number * | Name | Object Function | Description | Group Address | Length | С | R | W | т | U | Data Type |
|----------|----------|------------------|-----------------|-------------|---------------|--------|---|---|---|---|---|---------------|
| | 1 | Out 1 | Switch on/off | | | 1 bit | С | - | w | - | U | switch |
| ; | 4 | Out 1 | Block | | | 1 bit | С | - | W | - | U | enable |
| - | 5 | Out 1 | Scene | | | 1 byte | С | - | W | - | U | scene control |
| | 6 | Out 1 | Status | | | 1 bit | С | R | - | Т | - | switch |
| - | 7 | Out 1 | Logic 1 | | | 1 bit | С | - | W | - | U | boolean |
| ; | 8 | Out 1 | Logic 2 | | | 1 bit | С | - | W | - | U | boolean |
| - | 9 | Out 1 | Logic 3 | | | 1 bit | С | - | W | - | U | boolean |
| - | 10 | Out 1 | Logic 4 | | | 1 bit | С | - | W | - | U | boolean |
| - | 15 | Out 2 | Stair case | | | 1 bit | С | - | W | - | U | start/stop |
| ; | 17 | Out 2 | Block | | | 1 bit | С | - | w | - | U | enable |
| - | 19 | Out 2 | Status | | | 1 bit | С | R | - | Т | - | switch |
| - | 111 | Central function | Switch on/off | | | 1 bit | С | - | W | - | U | switch |

Example: Output 1 - Switching module with block on, scenario on and logic with 4 objects, Output 2 - Stair light with block on

| | Number * | Name | Object Function | Description | Group Address | Length | С | R | w | Т | U | Data Type |
|---------------|----------------|---------|--------------------------|-------------|---------------|--------|---|---|---|---|---|--------------------|
| 1 | | Out 1/2 | Shutter up/down | | | 1 bit | С | - | W | - | U | up/down |
| 2 | 2 | Out 1/2 | Blinds up/down /stop | | | 1 bit | С | - | W | - | U | up/down |
| * | 1 ² | Out 1/2 | Scene | | | 1 byte | C | - | W | - | U | scene control |
| - | j | Out 1/2 | Act. direction | | | 1 bit | С | R | - | т | - | up/down |
| ∎ ‡ e | ; | Out 1/2 | Position (Absolute) | | | 1 byte | С | - | W | - | - | percentage (0100%) |
| ## 7 | | Out 1/2 | abs. Position of blinds | | | 1 byte | С | - | W | - | - | percentage (0100%) |
| 12 | 3 | Out 1/2 | Position (Actual) | | | 1 byte | С | R | - | т | - | percentage (0100%) |
| -29 |) | Out 1/2 | Actual Position of slats | | | 1 byte | С | R | - | Т | - | percentage (0100%) |
| 1 | 0 | Out 1/2 | Act. position valid | | | 1 bit | C | R | - | т | - | boolean |
| 1 | 1 | Out 1/2 | Drive to reference | | | 1 bit | С | - | W | - | U | up/down |
| 1 | 2 | Out 1/2 | Drive to limit | | | 1 bit | С | - | W | - | U | up/down |
| 1 | 3 | Out 1/2 | State upper Position | | | 1 bit | С | R | - | Т | - | boolean |
| 1 | 4 | Out 1/2 | State lower Position | | | 1 bit | C | R | - | т | - | boolean |
| 1 | 6 | Out 1/2 | Block manual mode | | | 1 bit | C | - | W | - | U | enable |
| 1 | 7 | Out 1/2 | Move | | | 1 bit | C | R | - | т | - | boolean |
| 1 | 9 | Out 1/2 | Alert (Wind) | | | 1 bit | С | - | W | - | U | alarm |
| - | 0 | Out 1/2 | Alert (Rain) | | | 1 bit | C | - | W | - | U | alarm |
| | 91 | Out 1/2 | Alert (Frost) | | | 1 bit | С | - | W | | U | alarm |
| ## | 2 | Out 1/2 | Block | | | 1 bit | С | - | W | - | U | enable |

Example: Out 1/2 - Venetian blinds with possibility to control the position from the bus and with warnings active



Communication objects and ETS parameters

Input communication objects

| Number * | Name | Object Function | Description | Group Address | Length | С | R | W | Т | U | Data Type |
|---------------|------|----------------------|-------------|---------------|--------|---|---|---|---|---|-----------------------|
| ■‡ 53 | In 1 | Switch | | | 1 bit | С | R | - | Т | - | switch |
| 5 6 | In 1 | Status | | | 1 bit | С | - | W | - | U | switch |
| ■‡ 61 | In 1 | Blocking object | | | 1 bit | C | - | W | - | U | boolean |
| ■‡ 62 | In 2 | Send Value - rising | | | 1 bit | С | R | - | Т | - | switch |
| ■‡ 63 | In 2 | Send Value - falling | | | 1 bit | С | R | - | Т | - | switch |
| ■2 70 | In 2 | Blocking object | | | 1 bit | С | - | W | - | U | boolean |
| ■2 71 | In 3 | Short press function | | | 1 byte | С | R | - | Т | - | counter pulses (0255) |
| ■2 72 | In 3 | Long press function | | | 1 byte | С | R | - | Т | - | counter pulses (0255) |
| 2 80 | In 4 | Short press function | | | 1 byte | С | R | - | Т | - | counter pulses (0255) |
| ■2 81 | In 4 | Long press function | | | 1 byte | С | R | - | Т | - | counter pulses (0255) |

Example: Input 1 - Switching module with one object, Input 2 - Switching module with several objects on the edge, Input 3 - Switching module with several objects/ short-long press/ call up and store scenario, Input 4 - Switching module with more than one object sending value on short press and long press

| Number * | Name | Object Function | Description | Group Address | Length | С | R | W | Т | U | Data Type |
|--------------|------|------------------------|-------------|---------------|--------|---|---|---|---|---|-----------------------|
| 5 3 | In 1 | Sequence short - Value | | | 1 byte | С | R | - | Т | - | counter pulses (0255) |
| ■2 54 | In 1 | Sequence long - Value | | | 1 byte | С | R | - | Т | - | counter pulses (0255) |
| ■≵ 62 | In 2 | Dimming on/off | | | 1 bit | С | R | - | т | - | switch |
| ■‡ 63 | In 2 | Dimming | | | 4 bit | С | R | - | Т | - | dimming control |
| ■‡ 65 | In 2 | Status | | | 1 bit | С | - | W | - | U | switch |
| ■‡ 71 | In 3 | Shutter | | | 1 bit | С | R | | Т | | up/down |
| ■≵ 72 | In 3 | Shutter Stop | | | 1 bit | С | R | - | Т | - | trigger |
| 80 | In 4 | Counter reset | | | 1 bit | С | - | W | - | U | trigger |
| ■‡ 81 | In 4 | Counter Threshold | | | 1 bit | С | R | - | Т | - | boolean |
| 2 83 | In 4 | Counter | | | 1 byte | C | R | - | Т | - | counter pulses (0255) |

Example: Input 1 - Switching module with more than one object/sequence, Input 2 - Dimmer switching module with one button, Input 3 - Roller shutter switching module with single button, Input 4 - Counter

| | Number * | Name | Object Function | Description | Group Address | Length | С | R | W | Т | U | Data Type |
|------------|----------|--------|-----------------------|-------------|---------------|--------|---|---|---|---|---|-----------------|
| ∎₹ | 53 | In 1/2 | Dimming on/off | | | 1 bit | С | R | - | Т | - | switch |
| ∎ ‡ | 54 | In 1/2 | Dimming | | | 4 bit | С | R | - | Т | - | dimming control |
| ∎ | 71 | In 3/4 | Sunprotection up/down | | | 1 bit | С | R | - | Т | - | up/down |
| ∎₹ | 72 | In 3/4 | Blinds on/off/stop | | | 1 bit | С | R | - | Т | - | open/close |

Example: Input 1/2 - Grouped inputs with Dimmer control function, Input 3/4 - Grouped inputs with Roller shutter control function

| | Number * | Name | Object Function | Description | Group Address | Length | С | R | W | т | U | Data Type |
|-------------|----------|----------------|--------------------------|-------------|---------------|---------|---|---|---|----|---|-----------|
| ∎ ¢ | 105 | Virtual holder | First movement detector | | | 1 bit | С | - | W | - | U | switch |
| ∎₹ | 106 | Virtual holder | Second movement detector | | | 1 bit | С | - | W | - | U | switch |
| ∎; | 107 | Virtual holder | Activity reporting | | | 1 bit | С | - | W | 21 | U | switch |
| ∎‡ | 108 | Virtual holder | Door input | | | 1 bit | С | - | W | - | U | switch |
| ∎‡ | 109 | Virtual holder | Waiting time | | | 2 bytes | C | - | W | - | U | time (s) |
| ∎‡ | 110 | Virtual holder | Room presence | | | 1 bit | С | R | - | Т | - | switch |

Example: Virtual pocket enabled with 2 motion sensors and activity signal.



Communication objects and ETS parameters

Communication objects per channel

| Number | Name in FTS | Eunction in ETS | ETS Description | | | | lag | 1 | |
|---------|---|------------------------|--|------------|------|------|-----|---|---|
| Number | | | Description | Lengui | С | R | W | Т | U |
| OUTPUTS | | | With outputs OUT1, OUT2, OUT3 and OUT4 configured as sing | le output | s | | | | |
| 1 | Out 1 | On/ off | (If the output is enabled as "Switching module") to switch the output On/ Off | 1 bit | x | | х | | Х |
| 2 | Out 1 | Stair light | (If the output is enabled as "Stair Light") to switch the output on, with timed switch-off. | 1 bit | X | | Х | | Х |
| 3 | Out 1 | Force | (If the output "Block" parameter is on, with "Force" function) to force the output On/Off from the Bus | 2 bit | X | | х | | |
| 4 | Out 1 | Block | ((If the output "Block" parameter is on, with "Block" function) to block the output control from the Bus | | X | | х | | Х |
| 5 | Out 1 | Scenario | (If the output "Scenario" parameter is on), to activate and, if required, 1 by store (if the parameter is active) a scenario associated to the output (If the output is enabled as "Switching module") to know the output state 1 bi | | x | | Х | | x |
| 6 | Out 1 | State | (If the output is enabled as "Switching module") to know the output state | 1 bit | Х | Х | | Х | |
| 7 13 | Out 1 | Logic 1 7 | (If the logic function for the output is on) A number of objects from 1 to 7 can be selected for OR, AND, XOR logics with the "On/off" object to 1 bi determine the output state. | | x | | х | | x |
| 14 26 | Out 2 (see similar objects for Out 1) | | As per Out 1 | | | | | | |
| 27 39 | Out 3 (see similar objects for Out 1) | | As per Out 1 | | | | | | |
| 40 52 | Out 4 (see similar objects for Out1) | | As per Out 1 | | | | | | |
| OUTPUTS | | | With outputs OUT1/2 and OUT3/4 configured as roller shutter of | or Venetia | n bl | inds | ; | | |
| 1 | Out 1/2 | Roller shutter Up/Down | (If the output is enabled as "Roller shutter" or "Venetian blinds") To move the Venetian blinds/roller shutter. | 1 bit | X | | х | | Х |
| 2 | Out 1/2 | Slats up/down/stop | (If the output is enabled as "Venetian blinds") To rotate/stop the slats. | 1 bit | Х | | Х | | Х |
| 3 | Out 1/2 | Stop | (If the output is on as "Roller shutter") To stop the roller shutter. | 1 bit | Х | | Х | | Х |
| 4 | Out 1/2 | Scenario | (If the output is on as "Venetian blinds" or "Roller shutter" and "Scenario" is on) To call up the scenarios from the Bus. | 1 byte | x | | Х | | Х |
| 5 | Out 1/2 | Actual direction | (If the output is on as "Venetian blinds" or "Roller shutter" and "select objects for absolute position" is on) Object signalling the roller shutter direction of movement. Reading the state, the object responds with the last movement made or the current one if the roller shutter is moving (1 = up, 0 = down). | 1 bit | x | х | | х | |
| 6 | Out 1/2 | Position (Absolute) | (If the output is on as "Venetian blinds" or "Roller shutter" and "select objects for absolute position" is on) To set the roller shutter position from a supervisor (0% = all up, 100% = all down. | 1 byte | x | | х | | |
| 7 | Out 1/2 | Absolute slat position | (If the output is on as "Venetian blinds" and "select objects for absolute position" is on) To set the slat position from a supervisor (0% = open, 100% = closed). | 1 byte | x | | х | | |
| 8 | Out 1/2 | Position (Actual) | (If the output is on as "Venetian blinds" or "Roller shutter" and "select objects for absolute position" is on) To know the actual position of the roller shutter (0% = all up, 100% = all down. | 1 byte | x | х | | Х | |
| 9 | Out 1/2 | Current slat position | (If the output is on as "Venetian blinds" and "select objects for absolute position" is on). To know the actual slat position. | 1 byte | x | х | | Х | |
| 10 | Out 1/2 | Valid actual position | (If the output is on as "Venetian blinds" or "Roller shutter" and "select objects for absolute position" is on) To know the actual roller shutter position. | 1 bit | x | x | | Х | |
| 11 | Out 1/2 | Door to reference | (If the output is on as "Venetian blinds" or "Roller shutter" and "select objects for absolute position" is on) Object used to move the roller shutter Up/Down: sends a bit= 1 to the Bus to raise or a bit to lower (the device will ignore all other commands sent to the Bus unt the output switches off within the set time) | | x | | x | | x |
| 12 | Out 1/2 | Door at limit | (If the output is enabled as "Venetian blinds" or "Roller shutter" and the "Driving Area - Limitation" is on) Object used to move the roller shutter Up/Down: receives a bit =1 from the Bus to raise or a bit = 0 to lower. | 1 bit | x | | х | | х |

Continued

 \boldsymbol{C} = Communication, \boldsymbol{R} = Read, \boldsymbol{W} = Write, \boldsymbol{T} = Transmission, \boldsymbol{U} = Enable update



Communication objects and ETS parameters

| Number | Name in ETS | Function in FTS | Description | | | F | lag | 1 | |
|--------|-------------|-------------------------------------|---|--------|---|---|-----|---|---|
| Number | Name in E15 | Function in E13 | Description | Length | С | R | W | Т | U |
| 13 | Out 1/2 | Upper state - Position | (If the output is on as "Venetian blinds" or "Roller shutter" and "select objects for absolute position" is on) The device sends a bit to 1 when the upper limit stop is reached. | 1 bit | х | х | | Х | |
| 14 | Out 1/2 | Lower state - Position | (If the output is on as "Venetian blinds" or "Roller shutter" and "select objects for absolute position" is on) The device sends a bit to 1 when the lower limit stop is reached. | 1 bit | х | х | | Х | |
| 15 | Out 1/2 | Automatic lock | (If the output is enabled as "Venetian blinds" or "Roller shutter" and "Au- tomatic roller shutter operation" is on) To enable/disable the automatic 1 operation (rain, wind, etc.). | | х | | х | | x |
| 16 | Out 1/2 | Lock mode manual | (If the output is enabled as "Venetian blinds" or "Roller shutter") To enable/ disable the manual operation (controlled from a button via Bus). | 1 bit | х | | х | | Х |
| 17 | Out 1/2 | Move | (If the output is on as "Venetian blinds" or "Roller shutter" and "select objects for absolute position" is on) Object that sends a bit = 1 when the movement starts, or a bit = 0 when the movement ends. It is also possible to read the current state. | 1 bit | х | х | | Х | |
| 89 | Out 1/2 | Warning (Wind) | (If the output is enabled as "Venetian blinds" or "Roller shutter" and the "Warning Function" is on with "Warning Wind") to move the roller shutter/ Venetian blinds to the position for this type of warning set in the specific parameters. | 1 bit | х | | х | | x |
| 90 | Out 1/2 | Warning (Rain) | (If the output is enabled as "Venetian blinds" or "Roller shutter" and the "Warning Function" is on with "Warning Rain") to move the roller shutter/ Venetian blinds to the position for this type of warning set in the specific parameters. | 1 bit | х | | х | | x |
| 91 | Out 1/2 | Warning (Frost) | (If the output is enabled as "Venetian blinds" or "Roller shutter" and the "Warning Function" is on with "Warning Frost") to move the roller shutter/ Venetian blinds to the position for this type of warning set in the specific parameters. | 1 bit | х | | х | | x |
| 92 | Out 1/2 | Block | (If the output is enabled as "Venetian blinds" or "Roller shutter" and the "Warning Function" is on with "Block") to block the roller shutter at the limit stop with a bit to "1" (upper or lower, according to the parameters). | 1 bit | Х | | x | | x |
| 97 | Automatic A | Automatic operation 1 - Position | (If the "Automatic operation" parameter of "Block-A" is on) To automatically control this roller shutter output object which can recall spe- cific positions similar to scenarios. | | x | | х | | |
| 98 | Automatic A | Automatic operation 2 - Position | (If the "Automatic operation" parameter of "Block-A" is on) To automatically control this roller shutter output object which can recall spe- cific positions similar to scenarios. | 1 bit | х | | х | | |
| 99 | Automatic A | Automatic operation 3 - Position | (If the "Automatic operation" parameter of "Block-A" is on) To automatically control this roller shutter output object which can recall spe- cific positions similar to scenarios. | 1 bit | x | | х | | |
| 100 | Automatic A | Automatic operation 4 - Position | (If the "Automatic operation" parameter of "Block-A" is on) To automatically control this roller shutter output object which can recall spe- cific positions similar to scenarios. | 1 bit | х | | х | | |
| 101 | Automatic B | Automatic operation 1 - Position | (If the "Automatic operation" parameter of "Block-B" is on) To automatically control this roller shutter output object which can recall spe- cific positions similar to scenarios. | 1 bit | x | | х | | |
| 102 | Automatic B | Automatic operation 2 - Position | (If the "Automatic operation" parameter of "Block-B" is on) To automatically control this roller shutter output object which can recall spe- cific positions similar to scenarios. | 1 bit | х | | х | | |
| 103 | Automatic B | Automatic operation 3 - Position | (If the "Automatic operation" parameter of "Block-B" is on) To automatically control this roller shutter output object which can recall spe- cific positions similar to scenarios. | 1 bit | x | | х | | |
| 104 | Automatic B | Automatic operation 4 - Position | (If the "Automatic operation" parameter of "Block-B" is on) To automatically control this roller shutter output object which can recall spe- cific positions similar to scenarios. | 1 bit | х | | х | | |
| INPUTS | | In IN 1/2 and IN 3/4 m | node, single channels | | | | | | |
| 53 | In 1 | Switching module | (If the Input is on with "Switching to an object" function), to manage On/Off sending to input contact edges. If the sub-function "Toggle on rising/falling edge" is on, to manage the On/Off sequence on closing or opening the in- put contact, this State object must also be associated to the same group. | 1 bit | x | x | | Х | |
| 53 | ln 1 | Send value - up | (If the Input is on with "Switching module with several objects" function with sub-function "on the edge"), to send an On or Off value, selected in the configuration, to the rising edge. | 1 bit | х | х | | Х | |
| 53 | In 1 | Function short press | (If the Input is on with "Switching module with several objects" function with sub-function "On/Off", "On", "Off"), to send an On, Off, Toggle On/Off value for short press. | 1 bit | х | х | | Х | |

C = Communication, R = Read, W = Write, T = Transmission, U = Enable update



Communication objects and ETS parameters

| Number | Name in ETS | Function in ETS | Description | Length | <u> </u> | F | lag | 1 | |
|--------|-------------|-----------------------------|---|------------------|----------|---|-----|---|---|
| 53 | In 1 | Function short press | (If the Input is on with "Switching module with several objects" function with sub-function "Scenario" or "Store scenario"), to call up or store a scenario with short press. | 1 byte | X | K | X | | X |
| 53 | ln 1 | Function short press | (If the Input is on with "Switching module with several objects" function with sub-function "Forced On", "Forced Off", "Disable forcing", toggle "Forced On/Disable" or toggle "Forced Off/Disable"), to enable or disable forcing with short press. | 2 bit | х | x | | Х | |
| 53 | ln 1 | Function short press | (If the Input is on with "Switching module with several objects" function with sub-function "Value"), to send a 1 byte or 2 byte value selected in the short press configuration. | 1 byte 2 byte | х | x | | х | |
| 53 | ln 1 | Short sequence - Value 1 | (If the Input is on with "Switching module with several objects" function with sub-function "Sequence"), to send a 1 bit or 1 byte value selected in the configuration as the first value for the short press. | 1 bit 2 byte | x | x | | X | |
| 53 | ln 1 | On/Off control | (If the Input is on with "Single button control") it is possible to control a dim- mer in On/Off/Adjustment with a single contact (e.g. N.O. button) connect- ed to the device Input, and with a <i>short press</i> will switch the object On/Off | 1 bit | x | x | | Х | |
| 53 | ln 1 | Roller shutter | (If the Input with "Roller shutter single button control" function is on) it is possible to control the moving roller shutter using a single contact (e.g. N.O. button) connected to the device Input, with a <i>long press</i> | 1 bit | х | x | | Х | |
| 53 | ln 1 | Reset counter | (If the Input is on with "Counter" function) to reset the counter. | 1 bit | Х | | Х | | Х |
| 54 | ln 1 | Function long press | (If the Input is on with "Switching module with several objects" function with sub-function "Value"), to send a 1 byte or 2 byte value selected in the long press configuration. | 1 byte 2 byte | х | | х | | Х |
| 54 | ln 1 | Function long press | (If the Input is on with "Switching module with several objects" function with sub-function "Scenario" or "Store scenario"), to call up or store a scenario with long press. | 1 byte | х | | х | | Х |
| 54 | ln 1 | Function long press | (If the Input is on with "Switching module with several objects" function with sub-function "Forced On", "Forced Off", "Disable forcing", toggle "Forced On/Disable" or toggle "Forced Off/Disable"), to enable or disable forcing with long press. | 2 bit | x | | х | | Х |
| 54 | ln 1 | Function long press | (If the Input is on with "Switching module with several objects" function with sub-function "Value"), to send a 1 byte or 2 byte value selected in the long press configuration. | 1 byte 2 byte | х | | х | | Х |
| 54 | ln 1 | Short sequence - Value 2 | (If the Input is on with "Switching module with several objects" function with sub-function "Sequence"), to send a 1 bit or 1 byte value selected in the configuration as the second value for the short press. | 1 bit 1 byte | Х | | х | | Х |
| 54 | ln 1 | Counter threshold | (If the Input is on with "Counter" function and the "Threshold on" parame- ter is on) to sent a "1" bit to the Bus if the pulse counter has reached the limit threshold (limit set in the device parameters) | 1 bit | х | x | | х | Х |
| 54 | ln 1 | Dimmer Control | (If the Input is on with "Single button control") it is possible to control a dimmer in On/Off/Adjustment with a single contact (e.g. N.O. button) connected to the device Input, a long press on the button will cyclically control the positive-negative until the 4 bit object is released | 4 bit | x | х | | х | |
| 54 | ln 1 | Stop roller shutters | (If the Input with "Roller shutter single button control" function is on) it is possible to stop the moving roller shutter using a single contact (e.g. N.O. button) connected to the device Input, with a <i>short press</i> . | 1 bit | х | х | | Х | |
| 55 | ln 1 | Short sequence - Value 3 | (If the Input is on with "Switching module with several objects" function with sub-function "Sequence"), to send a 1 bit or 1 byte value selected in the configuration as the third value for the short press. | 1 bit 1 byte | х | x | | Х | |
| 56 | ln 1 | Short sequence - Value 4 | (If the Input is on with "Switching module with several objects" function with sub-function "Sequence"), to send a 1 bit or 1 byte value selected in the configuration as the fourth value for the short press. | 1 bit 1 byte | х | x | | Х | |
| 57 | ln 1 | Long sequence - Value 1 | (If the Input is on with "Switching module with several objects" function and sub-function "Sequence"), to send a 1 bit or 1 byte value selected in the configuration as the first value for a long press. | 1 bit 1 byte | х | | х | | Х |
| 58 | ln 1 | Long sequence - Value 2 | (If the Input is on with "Switching module with several objects" function with sub-function "Sequence"), to send a 1 bit or 1 byte value selected in the configuration as the second value for the long press. | 1 bit 1 byte | х | | х | | Х |
| 59 | In 1 | Long sequence - Value 3 | (If the Input is on with "Switching module with several objects" function with sub-function "Sequence"), to send a 1 bit or 1 byte value selected in the configuration as the third value for the long press. | 1 bit 1 byte | Х | | Х | | Х |
| 60 | ln 1 | Long sequence - Value 4 | (If the Input is on with "Switching module with several objects" function and sub-function "Sequence"), to send a 1 bit or 1 byte value selected in the configuration as the fourth value for a long press. | 1 bit 1 byte | Х | | x | | Х |

Continued

 \boldsymbol{C} = Communication, \boldsymbol{R} = Read, \boldsymbol{W} = Write, \boldsymbol{T} = Transmission, \boldsymbol{U} = Enable update



Communication objects and ETS parameters

| Number | Name in ETS | Function in ETS | Description | Lenath | | F | lag | 1 | |
|---------|---|-----------------------------|---|--------|---|---|-----|---|---|
| Tumbor | | | (If the lengt is an with "Cwitching module with soveral objects" function | Longar | С | R | W | Т | U |
| 56 | In 1 | State | with sub-function "Toggle on rising/falling edge"), to know the input state: this object must be associated to the same group as the input set as Tog- gle to obtain the Toggle On/Off sequence | 1 bit | х | | х | Х | × |
| 56 | ln 1 | Counter | (If the Input is on with "Counter" function with 8 bit type) to enable the pulse counter function on the input | 1 byte | Х | Х | | Х | |
| 56 | ln 1 | Counter | (If the Input is on with "Counter" function with 16 bit type) to enable the pulse counter function on the input | | Х | Х | | Х | |
| 56 | ln 1 | Counter | (If the Input is on with "Counter" function with 32 bit type) to enable the pulse counter function on the Input | 4 byte | Х | Х | | Х | |
| 56 | In 1 | State | (If the Input is on with "Single button control") it is possible to know the On/Off state of a dimmer controlled by a button connected to this Input | 1 bit | х | | х | Х | x |
| 56 | ln 1 | Toggle state short press | (If the Input is on with "Switching module with several objects" function with sub-function "On/Off"), to know the input state: this input must be associated to the control to obtain the Toggle On/Off function for short press. | 1 bit | x | | x | | x |
| 57 | In 1 | Toggle state long press | (If the Input is on with "Switching module with several objects" function with sub-function "On/Off"), to know the input state: this input must be associated to the control to obtain the Toggle On/Off function for long press. | 1 bit | x | | х | | х |
| 61 | ln 1 | Object block | (With any function/sub-function, if the "Block" parameter is on) - to block the input operation via a 1 bit sent to the Input group | 1 bit | х | | х | | x |
| 62 70 | In 2 (see similar objects for In 1) | | as per IN 1 | | | | | | |
| 71 79 | In 3 (see similar objects for In 1) | | as per IN 1 | | | | | | |
| 80 88 | In 4 (see similar objects for In 1) | | as per IN 1 | | | | | | |
| INPUTS | | 1 | In IN 1/2 and IN 3/4 mode, grouped channels | | | | | | |
| 53 | In 1/2 | On/Off control | (If the Input is on with "Dimmer control" function) it is possible to control a dimmer in On/Off via a double contact (e.g. 2 N.O. buttons) where the two buttons are connected to inputs 1 and 2 on the device, and with a <i>short closing</i> of IN 1 will switch On and with the <i>short closing</i> of IN 2 will switch Off | 1 bit | x | х | | Х | |
| 53 | In 1/2 | Roller shutter | (If the Input is on with "Sun protection" function) to stop a roller shutter via a double contact (e.g. 2 N.O. buttons) where the two buttons are connected to inputs 1 and 2 of the device, and to stop any of the two inputs can be enabled | 1 bit | x | x | | Х | |
| 54 | ln 1/2 | Dimmer control | (If the Input is on with "Dimmer control" function) it is possible to control a dimmer via a double contact (e.g. 2 N.O. buttons) where the two buttons are connected to Inputs 1 and 2 of the device, and with a <i>long closing</i> of IN 1 or IN 2 will increase/decrease according to the set parameters | 4 bit | x | x | | Х | |
| 54 | ln 1/2 | Slats/stop control | (if the Input is on with "sun protection" function) it is possible to control a roller shutter moving up/down via a double contact (e.g. 2 N.O. buttons) connected to Inputs 1/2 of the device | 1 bit | х | x | | Х | |
| 61 | ln 1/2 | Object block | (With any function/sub-function, if the "Block" parameter is on) - to block the input operation via a "1" bit sent to the Input group | 1 bit | х | | х | | x |
| 71 79 | In 3/4 (see similar objects for In 1/2) | | As per IN 1 and 2 | | | | | | |
| VIRTUAL | POCKET | | - | | | | | | |
| 105 | Virtual pocket | First motion sensor | (If the "Virtual pocket" function is on) To receive an indication from a motion sensor. | 1 bit | Х | | х | | Х |
| 106 | Virtual pocket | Second motion sensor | (If the "Virtual pocket" function is on and the "Second motion sensor" is enabled) To receive an indication from a second motion sensor. | | х | | Х | | X |
| 107 | Virtual pocket | Activity signalling | (If the "Virtual pocket" function is on and "Activity signalling" is enabled) To . receive an indication from a second motion sensor. | | Х | | Х | | X |

Continued

 \boldsymbol{C} = Communication, \boldsymbol{R} = Read, \boldsymbol{W} = Write, \boldsymbol{T} = Transmission, \boldsymbol{U} = Enable update



Communication objects and ETS parameters

| Continued | | | | | | | | | |
|-----------|----------------|------------------|--|-------|---|---|----------|--------|---|
| Number | Name in ETS | Function in ETS | Description Le | | С | F | lag W | 1 T | U |
| 108 | Virtual pocket | Door input | (If the "Virtual pocket" function is on) To receive an indication on the door opening and closing. | 1 bit | Х | | Х | | Х |
| 109 | Virtual pocket | Wait time | (If the "Virtual pocket" function is on) To receive a value via bus for the 1 Wait time. | | х | | Х | | Х |
| 110 | Virtual pocket | Presence in room | (If the "Virtual pocket" function is on) To transit a bit=1 to signal that the room is occupied and a bit=0 to signal that the room is free. | 1 bit | х | Х | | х | |

C = Communication, R = Read, W = Write, T = Transmission, U = Enable update

Communication objects per channel: once for all channels

| Number | Function | Use | DPT | Direction |
|--------|----------------------|---|-----------|-----------|
| 111 | Centralised function | Simultaneous on/off of more than one output configured as "Switching module" or "Stair light". For "Stair light" the "Stair light time" is not considered and so the output must be switched off from the "Centralised function". | DPT 1.001 | In, Write |

Standard communication object settings

Communication objects: default output/input settings

| Number Name in ETS | | Function in ETS | Length | Priority | Flag 1 | | | | | |
|--------------------|---------------------|------------------------|--------|----------|--------|---|---|---|---|--|
| Number | Name in ETS | Function in ETS | Length | FIOILY | С | R | W | Т | U | |
| 1 | Out 1 | On/off | 1 bit | Low | Х | | X | | Х | |
| 2 | Out 1 | Stair light | 1 bit | Low | Х | | Х | | Х | |
| 3 | Out 1 | Force | 2 bit | Low | Х | | Х | | Х | |
| 4 | Out 1 | Block | 1 bit | Low | Х | | Х | | Х | |
| 5 | Out 1 | Scenario | 1 byte | Low | Х | | Х | | Х | |
| 6 | Out 1 | State | 1 bit | Low | Х | Х | | Х | | |
| 7 | Out 1 | Logic 1 | 1 bit | Low | Х | | Х | | Х | |
| 8 | Out 1 | Logic 2 | 1 bit | Low | Х | | Х | | Х | |
| 9 | Out 1 | Logic 3 | 1 bit | Low | Х | | Х | | Х | |
| 10 | Out 1 | Logic 4 | 1 bit | Low | Х | | Х | | Х | |
| 11 | Out 1 | Logic 5 | 1 bit | Low | Х | | Х | | Х | |
| 12 | Out 1 | Logic 6 | 1 bit | Low | Х | | Х | | Х | |
| 13 | Out 1 | Logic 7 | 1 bit | Low | Х | | Х | | Х | |
| 14 52 | Out 2, Out 3, Out 4 | As per Out 1 | | | | | | | | |
| 1 | Out 1/2 | Roller shutter Up/Down | 1 bit | Low | Х | | X | | Х | |
| 2 | Out 1/2 | Slats up/down/stop | 1 bit | Low | Х | | Х | | Х | |
| 3 | Out 1/2 | Stop | 1 bit | Low | Х | | Х | | Х | |
| 4 | Out 1/2 | Scenario | 1 byte | Low | Х | | Х | | Х | |
| 5 | Out 1/2 | Actual direction | 1 bit | Low | Х | Х | | Х | | |
| 6 | Out 1/2 | Position (Absolute) | 1 byte | Low | Х | | X | | | |
| 7 | Out 1/2 | Absolute slat position | 1 byte | Low | Х | | Х | | | |
| 8 | Out 1/2 | Position (Actual) | 1 byte | Low | Х | Х | | Х | | |
| 9 | Out 1/2 | Current slat position | 1 byte | Low | Х | Х | | Х | | |
| 10 | Out 1/2 | Valid actual position | 1 bit | Low | Х | Х | | Х | | |
| 11 | Out 1/2 | Door to reference | 1 bit | Low | Х | | Х | | Х | |
| 12 | Out 1/2 | Door at limit | 1 bit | Low | Х | | Х | | Х | |
| 13 | Out 1/2 | Upper state - Position | 1 bit | Low | Х | Х | | Х | | |
| 14 | Out 1/2 | Upper - Lower state | 1 bit | Low | Х | Х | | Х | | |
| 15 | Out 1/2 | Automatic lock | 1 bit | Low | Х | | Х | | Х | |
| 16 | Out 1/2 | Manual lock mode | 1 bit | Low | Х | | Х | | Х | |
| 17 | Out 1/2 | Move | 1 bit | Low | Х | Х | | Х | | |
| 89 | Out 1/2 | Warning (Wind) | 1 bit | Low | Х | | Х | | Х | |
| 90 | Out 1/2 | Warning (Rain) | 1 bit | Low | Х | | Х | | Х | |
| | | | | | | | | | | |

Continued

C = Communication, R = Read, W = Write, T = Transmission, U = Enable update



Communication objects and ETS parameters

| Number | Nome in ETS | Function in FTO Length Deignity | | Driority | | | Flag 1 | | |
|----------------|----------------------|----------------------------------|--------------------------------|----------|---|---|--------|---|---|
| Number | Name in ETS | Function in ETS | Length | Phonty | С | R | W | Т | U |
| 91 | Out 1/2 | Warning (Frost) | 1 bit | Low | Х | | Х | | Х |
| 92 | Out 1/2 | Block | 1 bit | Low | Х | | Х | | Х |
| 27 43 93 96 | Out 3/4 | As per Out 1/2 | | | | | | | |
| 97 | Automatic A | Automatic operation 1 - Position | 1 bit | Low | Х | | Х | | Х |
| 98 | Automatic A | Automatic operation 2 - Position | 1 bit | Low | Х | | Х | | Х |
| 99 | Automatic A | Automatic operation 3 - Position | 1 bit | Low | Х | | Х | | Х |
| 100 | Automatic A | Automatic operation 4 - Position | 1 bit | Low | Х | | Х | | Х |
| 101 | Automatic B | Automatic operation 1 - Position | 1 bit | Low | Х | | Х | | Х |
| 102 | Automatic B | Automatic operation 2 - Position | 1 bit | Low | Х | | Х | | Х |
| 103 | Automatic B | Automatic operation 3 - Position | 1 bit | Low | Х | | Х | | Х |
| 104 | Automatic B | Automatic operation 4 - Position | 1 bit | Low | Х | | Х | | Х |
| 111 | Centralised function | On/off | 1 bit | Low | Х | | Х | | Х |
| 53 | In 1 | Switching module | 1 bit | Low | Х | Х | | Х | |
| 53 | In 1 | Send value - up | 1 bit | Low | Х | Х | | Х | |
| 53 | In 1 | Short press function | 1 bit, 2 bit 1 byte, 2 byte | Low | Х | Х | | Х | |
| 53 | In 1 | Short sequence - Value 1 | 1 bit 1 byte | Low | Х | Х | | х | |
| 53 | In 1 | On/Off control | 1 bit | Low | Х | Х | | Х | |
| 53 | In 1 | Roller shutter | 1 bit | Low | Х | Х | | Х | |
| 53 | In 1 | Reset counter | 1 bit | Low | Х | | Х | | Х |
| 54 | ln 1 | Long press function | 1 bit, 2 bit 1 byte, 2 byte | Low | Х | Х | | х | |
| 54 | ln 1 | Counter threshold | 1 bit | Low | Х | Х | | Х | Х |
| 54 | ln 1 | Dimmer Control | 4 bit | Low | Х | Х | | Х | |
| 54 | ln 1 | Stop roller shutter | 1 bit | Low | Х | Х | | Х | |
| 55 | ln 1 | Short sequence - Value 3 | 1 bit 1 byte | Low | Х | Х | | Х | |
| 56 | ln 1 | Short sequence - Value 4 | 1 bit 1 byte | Low | Х | Х | | X | |
| 56 | In 1 | State | 1 bit | Low | Х | | Х | Х | Х |
| 56 | ln 1 | Counter | 1 byte, 2 byte, 3 byte | Low | Х | Х | | Х | |
| 56 | ln 1 | Short press toggle state | 1 bit | Low | Х | | Х | | Х |
| 57 | ln 1 | Long press toggle state | 1 bit | Low | Х | | Х | | Х |
| 61 | ln 1 | Object block | 1 bit | Low | Х | | Х | | Х |
| 62 88 | ln 2, ln 3, ln 4 | As per In 1 | | | | | | | |
| 53 | ln 1/2 | On/Off control | 1 bit | Low | Х | Х | | Х | |
| 53 | ln 1/2 | Roller shutter | 1 bit | Low | Х | Х | | Х | |
| 54 | ln 1/2 | Dimmer control | 4 bit | Low | Х | Х | | Х | |
| 54 | ln 1/2 | Slats/stop control | 1 bit | Low | Х | Х | | Х | |
| 61 | ln 1/2 | Object block | 1 bit | Low | Х | | Х | | Х |
| 71 79 | In 3/4 | As per In 1/2 | | | | | | | |
| 105 | Virtual pocket | First motion sensor | 1 bit | Low | Х | | Х | | Х |
| 106 | Virtual pocket | Second motion sensor | 1 bit | Low | Х | | Х | | Х |
| 107 | Virtual pocket | Activity signalling | 1 bit | Low | Х | | Х | | Х |
| 108 | Virtual pocket | Door input | 1 bit | Low | Х | | Х | | Х |
| 109 | Virtual pocket | Wait time | 2 byte | Low | Х | | Х | | Х |
| 110 | Virtual pocket | Presence in room | 1 bit | Low | X | X | | X | |

C = Communication, R = Read, W = Write, T = Transmission, U = Enable update

| Number of communication objects | Max. number of group addresses | Max. number of associations |
|---------------------------------|--------------------------------|-----------------------------|
| 111 | 254 | 255 |



Communication objects and ETS parameters

Reference ETS parameters

General

The following parameters are exclusive for all channels.

General parameters

The interlock between outputs is useful for example for the fancoil controls, to avoid the two inputs from being enabled at the same time.

| ETS text | Values available [Default value] | Comment | | | |
|---------------------|-------------------------------------|-------------------------------|--|--|--|
| Dobouroo timo | 10120 ms | Minimum input contact on | | | |
| | [10] | time | | | |
| Long time button | 0.5-30 sec. | Minimum input contact on | | | |
| [s] | [3] | ed to the long press | | | |
| | 0=off | | | | |
| Interlock enabled | 1=on | Only one output (e.g. for the | | | |
| | [0] | | | | |
| | 3 = A B | | | | |
| | 5 = A C |] | | | |
| | 9 = A D | | | | |
| | 6 = B C | If "interleak anablad", out | | | |
| | 10 = B D | nuts for which it will be on | | | |
| Enchlad for outputs | 12 = C D | If "A B" for example, it will | | | |
| Enabled for outputs | 7 = A B C | not be possible to activate | | | |
| | 11 = A B D | Out 1 and 2 at the same | | | |
| | 13 = A C D | lime | | | |
| | 14 = B C D | | | | |
| | 15 = A B C D | | | | |
| | [7] | | | | |
| Continued | | | | | |

| Continued | | | | | |
|---|---------------------------|-----------------|---|--|--|
| ETS text | Values ava [Default va | ulable ulue] | Comment | | |
| Interlock time | 100-3000 | | If "interlock enabled": time elapsing between the "Off" | | |
| [ms] | [100] | | "On" of another output inter- locked to the previous one | | |
| | | | | | |
| Debounce time | | 10 | ▼ [ms] | | |
| Time Button long | | 3 | ▼ [S] | | |
| | | | | | |
| Interblock Active | | 🔵 Inactive (| Active | | |
| Active for Outputs Please refer to produ | uct documentation | ABC | • | | |
| Interblock time | | 100 | ‡ [ms] | | |

General settings

Parameter configuration Define the input/output details.

| ETS text | Values available [Default value] | Comment | | |
|--|-------------------------------------|---|--|--|
| | 0 = off | Single channels: the two | | |
| Logic inputs on: | 2 = single channels | inputs are independent. | | |
| Input function 1/2 Logic function 3/4 | 1 = grouped channels | Grouped channels: using the two inputs together (e.g. | | |
| 0 | [0] | with a 20062) | | |
| | 0 = Off | | | |
| Outouts: | 1 = Single output | For "Single output" you can | | |
| - Out 1/2 | 2 = Venetian blinds | or "Stair light" correspond- | | |
| - Out 3/4 | 3 = Roller shutter | ing to a two-position stable or one-position stable relay. | | |
| | [0] | | | |

| Inputs | | |
|-----------------|-----------------|---|
| Function In 1/2 | Single channels | • |
| Function In 3/4 | Single channels | • |
| | | |
| Outputs | | |
| Out 1/2 | Single Output | ٠ |
| Out 1 | Switch | • |
| Out 2 | Staircase | • |
| Out 3/4 | Shutter | • |

Channel configuration. (Example: Single inputs, Output 1 - Switching module, Output 2 - Stair light, Output 3/4 - Roller shutter)



Communication objects and ETS parameters

Outputs

Output: switching module 1... 4

The following parameters are available for each channel and are identical for all of them.

Parameter configuration

Management of outputs 1/2/3/4 set as switching module.

| ETS text | Values available [Default value] | Comment | |
|----------------------|-------------------------------------|----------------------------------|--|
| | 0 = normally closed | T 1 C 1 C 1 | |
| Туре | 1 = normally open | Io define if the relay output | |
| | [1] | | |
| Activation delay | 0 30000 s | Activation delay | |
| | [0] | in seconds | |
| Deactivation delay | 0 30000 s | Deactivation delay in | |
| | [0] | seconds | |
| | 0 = off | Centralised function (to | |
| Centralised control | 1 = on | control more than one | |
| TUNCTION | [0] | same time) | |
| | 0 = no action | | |
| Block/Force | 1 = Block I block or force an out | | |
| | 2 = Force | | |
| | 0 = Off | | |
| State at block state | 1 = On | | |
| start | 2 = no change | If block on | |
| | [2] | - | |
| | 0 = Off | | |
| State at block state | 1 = On |] | |
| end | 2 = no change | If block on | |
| | [2] | | |
| | 0 = Off | | |
| Bobaviour | 1 = On | To define the relay output | |
| at Bus power on | 2 = no change state at bus power on | | |
| | [2] | | |
| Continued | | | |

Logic function

The on/off objects can be used with logic objects (1 to 7) to create AND/OR/XOR logic functions to enable or disable the related output (OUT1, OUT2, OUT3, OUT4).

Parameter configuration

| ETS text | Values available [Default value] | Comment | |
|--------------------|-------------------------------------|-------------------------------|--|
| | With 1 object | | |
| Logio inputa on | To enable the objects | | |
| Logic inputs on | With 7 objects | required for the logic | |
| | [With 1 object] | | |
| | 0 = OR | To select the required logic | |
| Logio operation | 1 = AND | | |
| Logic operation | 2 = XOR | operation | |
| | [OR] | | |
| | Not inverted | | |
| Logic type - input | Inverted | To define if the selected in- | |
| | [Not inverted] | par mast be inverted of not | |

| Continued | | | |
|------------------|-------------------------------------|---|--|
| ETS text | Values available [Default value] | Comment | |
| | 0 = Off | | |
| Robaviour at Rue | 1 = On | To define the relay output | |
| power off | 2 = no change | state at bus power off | |
| | [2] | - | |
| | 0 = off | To enable logics on the outputs (AND, OR, XOR) for | |
| Logic function | 1 = on | | |
| | [0] | up to 7 objects | |
| | 0 = off | Scenario activation | |
| Scenario | 1 = on | If on, an additional page is displayed (Output, second- | |
| | [0] | ary element scenario) | |
| Туре | Normally | open 🚫 Normally closed | |

| On Delay | 0 | ÷ [s] |
|-----------------------------|---------------------|-------|
| Off Delay | 0 | ÷ [S] |
| Central Switch function | O Not active Active | |
| | | |
| Block | Nothing | • |
| | | |
| | | |
| Behaviour at bus power up | No change | • |
| Behaviour at bus power down | No change | • |
| Logic function | O Not active Active | |
| | | |
| Scene 1 | O Not active Active | |
| | | |

Switching module parameters

ON/OFF AND Logic type - logic 1 Logic type - logic 2 OR XOR Logic type - logic 7 Active logic inputs with 7 Objects Logic operation OR

| Logic type - input 1 | No inversion Inverted |
|----------------------|---------------------------|
| Logic type - input 2 | No inversion Inverted |
| Logic type - input 3 | No inversion Inverted |
| Logic type - input 4 | No inversion Inverted |
| Logic type - input 5 | No inversion Inverted |
| Logic type - input 6 | No inversion Inverted |
| Logic type - input 7 | No inversion Inverted |
| | |

Logic parameters

Communication objects and ETS parameters

Output, secondary element scenario

For each output, 8 scenario storage possibilities are available. For each scenario, the scenario index and the On or Off value for the output can be selected.

Scenario parameters (8 scenarios per output)

| ETS text | Values available [Default value] | Comment | |
|-----------------|-------------------------------------|---|--|
| Store scenarios | 0 = Off 1 = On [0] | The "Store scenarios" func- tion is used to store the state linked to a scenario with a message from the Bus (scene learn). | |
| Scenario 1 | Off 1 64 [Off] | Used to select the scenario index. | |
| Scenario 1 | 0=Off 1=On [0] | To define the relay output state when scenario called up. | |
| Scenario 2 | Off 1 64 [Off] | Used to select the scenario index. | |
| Scenario 2 | 0=Off 1=On [0] | To define the relay output state when scenario called up. | |
| Scenario 3 | Off 1 64 [Off] | Used to select the scenario index. | |
| Scenario 3 | 0=Off 1=On [0] | To define the relay output state when scenario called up. | |
| Scenario 4 | Off 1 64 [Off] | Used to select the scenario index. | |
| Scenario 4 | 0=Off 1=On [0] | To define the relay output state when scenario called up. | |
| Scenario 5 | Off 1 64 [Off] | Used to select the scenario index. | |
| Scenario 5 | 0=Off 1=On [0] | To define the relay output state when scenario called up. | |
| Scenario 6 | Off 1 64 [Off] | Used to select the scenario index. | |
| Scenario 6 | 0=Off 1=On [0] | To define the relay output state when scenario called up. | |
| Scenario 7 | Off 1 64 [Off] | Used to select the scenario - index. | |
| Scenario 7 | 0=Off 1=On [0] | To define the relay output state when scenario called up. | |
| Scenario 8 | Off 1 64 [Off] | Used to select the scenario - index. | |
| Scenario 8 | 0=Off 1=On [0] | To define the relay output state when scenario called up. | |

| Scene saving enable | Not active Active |
|---------------------|------------------------|
| Scene 1 | Not active |
| Scene 1 | ◎ Off ◯ On |
| Scene 2 | Not active |
| Scene 2 | ◎ Off ◯ On |
| Scene 3 | Not active |
| Scene 3 | ◎ Off ◯ On |
| Scene 4 | Not active |
| Scene 4 | ◎ Off ◯ On |
| Scene 5 | Not active |
| Scene 5 | ◎ Off ◯ On |
| Scene 6 | Not active |
| Scene 6 | ◎ Off ◯ On |
| Scene 7 | Not active |
| Scene 7 | ◎ Off ◯ On |
| Scene 8 | Not active |
| Scene 8 | Off On |
| Scenario parameters | |



Communication objects and ETS parameters

Output, timed stair light

The following parameters are available for each channel and are identical for all of them. If a channel is configures as stairs the following parameters are visible:

Stair light parameters (one-position stable output management)

| ETS text | Values available [Default value] Comment | | |
|--|---|--|--|
| Туре | 0=normally closed 1=normally open | To define if the relay output is normally open or closed | |
| Stair Light time [s] | 0 65535 [120] | Output activation time | |
| Warning off | 0=off 1=on [0] | To be able to switch the warning function on | |
| Duration | 0 65535 | If "Off warning" is on: having set a "warning time" and a "prewarning time", when the relay is switched off after the "stair light time" set, this | |
| of warning [s] | [120] | remains Off for a time equal to the "warning time" and then comes on again for a time equal to the "prewarn- ing time" | |
| Warning warning 0 65535 will be a a "warn "prewar relav is s | | Warning time (if "Off warning" is on). Three times will be added. Having set a "warning time" and a "prewarning time", when the relay is switched off after | |
| of pre-warning [s] | [120] | the "stair light time" set, this remains Off for a time equal to the "warning time" and then comes on again for a time equal to the "prewarn- ing time" | |
| | 0=off | If manual off is active, on receiving an OFF message | |
| Manual off | 1=on [0] | on the "Stair light" object, if on in one-position stable the output switches off | |
| Centralised switch- ing module function | 0=off 1=on [0] | To control more than one output from the Bus at the same time | |
| State at block state start | 0=Off 1=On 2=no change [2] | - | |
| State at the end of the block state | 0=Off 1=On 2=no change [2] | If block on | |
| Behaviour when powering up the Bus | 0=Off 1=On 2=no change [2] | To define the relay output state at bus power on | |
| Behaviour at Bus power off | 0=Off 1=On 2=no change [2] | To define the relay output state at bus power off | |



| Туре | Normally open Normally closed | | |
|-----------------------------|------------------------------------|----------|-----|
| Time staircase | 120 | ^ | [s] |
| Switch off warning | Not active O Active | ţ | |
| Warning Duration | 1 | * * | [s] |
| Prewarning Duration | 10 | * * | [s] |
| Manual Switch Off | Not active Active | | |
| | | | |
| Central Switch function | Not active Active | | |
| Behaviour when blocked | No change | | • |
| Behaviour when unblocked | No change | | • |
| Behaviour at bus power up | No change | | • |
| Behaviour at bus power down | No change | | • |

Stair light parameters



Active

Active

Communication objects and ETS parameters

Automatic parameter activation

These settings activate objects. Each block has 4 objects, used to automatic controls on 4 objects calling up positions (similar to scenarios).

| Block A | Not active |
|---------|------------|
| Block B | Not active |

Automatic operation parameters

Parameters in automatic operation

| ETS text | Values available [Default value] | Comment | |
|----------|-------------------------------------|--|--|
| | 0=off | For block A objects 1-4 are activated | |
| Block A | 1=On | | |
| | [0] | | |
| Block B | 0=off | For block B objects | |
| | 1=On | | |
| | [0] | | |

Parameters

Venetian blinds parameters: characteristics relating to the control of Venetian blinds with slats

| ETS text | Values available [Default value] | Comment |
|---------------------------------|-------------------------------------|---|
| Execution time | 1-10000 | Movement time if not |
| (sec) | [45] | stopped |
| Step time for slats | 100-1000 | Sets the short press time for the button to interpret as |
| (ms) | [200] | slat control |
| Slat control time | 10-10000 | Sets the slat control time for |
| (115) | [1200] | each piess |
| Pause at change | 1-1000 | Sets the delay time between |
| of direction (ms) | [500] | change of direction |
| Motor start | 0-255 | Sets the delay time between the command and the start |
| delay (ms) | [0] | motor starting) |
| Motor power-off | 0-255 | Sets the delay time between |
| delay (ms) | [0] | of movement (limit stop) |
| Slat position at end of driving | 0%-100% | Sets the slat position at the end from the reference travel 0-100% having set the limit stop (100% closed) |
| | [50] | |
| Slat position at end | 0%-100% | Sets the slat position at the end of the movement due |
| lute value. | [50] | to the "Position (absolute)" object |
| Object coloction for | 0=off | For feedback on the position |
| absolute position | 1=on | on a supervisor, if on, 0%=all |
| | [0] | up and 100%=all down |
| Reaction after driv- | 0=no reaction | - |
| ing to | 1=Door to previous position | Only if Position absolute |
| | [0] | |
| Driving area: Limitation | 0= off | Only if limitation on: sets the |
| | 1=on | the Venetian blind travel to |
| | [0] | stop it before the limit stop |
| Lower limit | 0%-100% | Only if limitation on (driving |
| | [0%] | area) (100% = closed) |

| Complete running time | | |
|---|------------------------|---------|
| Running time | 45 | ‡ [sec] |
| Step time for slats | 200 | ‡ [ms] |
| Duration of slats adjustment | 1200 | ‡ [ms] |
| Pause at change of direction | 500 | ‡ [ms] |
| Switch-on delay motor | 0 | ‡ [ms] |
| Switch-off delay motor | 0 | ‡ [ms] |
| Position of slats at end of driving | 50% | • |
| Position of slats at end of driving for absolute value | 50% | • |
| Select objects for absolute position | Not active Active | |
| Driving area: Limitation | Not active Active | |
| Scene | Not active Active | |
| Automatic function (Shutter) | Not active Active | |

Venetian blinds parameters

Continued



Communication objects and ETS parameters

Continued

| ETS text | Values available [Default value] | Comment |
|------------------------|-------------------------------------|---|
| | 0%-100% | Only if limitation on (driving |
| Opper limit | [100%] | area) (100% = closed) |
| Scenario | 0= off | |
| | 1=on | Enables the Venetian blind to be included in scenarios |
| | [0] | |
| Automatic Operation | 0= off | Defines the possibility of having the Venetian blind possibilities with 4 objects devoted to their automatic control from the Bus (Rain, Wind, Frost, Block) |
| | 1=on | |
| | [0] | |
| Warning Function | 0= off | Used to view the section with "Warning-Out" param- |
| | 1=on | obtaining to be switched on/ off (e.g. a weather station) and obtain the automatic |
| | [0] | blinds in the event of rain, wind, frost, block-out |

Roller shutter parameters: characteristics relating to the control of roller shutters (without slats)

| ETS text | Values available [Default value] | Comment |
|--|-------------------------------------|---|
| Execution time | 1-10000 | Movement time if not |
| (360) | [45] | stopped |
| Pause at change of | 100÷1000 | Sets the delay time between the command and the |
| direction (ms) | [500] | change of direction |
| Motor start dolay | 0÷255 | Sets the delay time between the command and the start |
| WOLDI SLALL GEIAY | [0] | of movement (useful for motor starting) |
| Motor power-off | 0÷255 | Sets the delay time between |
| delay | [0] | of movement (limit stop) |
| Select objects for absolute position | 0 = Off | Selects the possibility or not to use communication objects to view the actual position of the roller shutter (0%=all up, 100%=all down) for feedback of the position on a supervisor |
| | 1 = Door to previous position | |
| | [0] | |
| | 0 = No reaction | |
| Reaction after driv- ing to reference | 1 = Door to previous position | If "Select objects for abso- lute position" on |
| | [0] | |
| Driving area: limi- tation | 0 = Off | Only if limitation on: sets |
| | 1 = On | of the Venetian blind travel |
| | [0] | limit stop |
| Lower limit | 0% 100% | If "Driving area" on (100% = |
| | [0%] | ciosea) |
| Upper limit | 0% 100% | If "Driving area" on (100% = |
| - Internet in the | [100%] | ciuseu) |

| Complete running time | | | |
|--------------------------------------|------------------------|-------|-----|
| Running time | 45 | ‡ [se | ec] |
| Pause at change of direction | 500 | ‡ [n | ns] |
| Switch-on delay motor | 0 | ‡ [n | ns] |
| Switch-off delay motor | 0 | ‡ [n | ns] |
| Select objects for absolute position | Not active Active | | |
| Driving area: Limitation | Not active Active | | |
| | | | |
| Scene | Not active Active | | |
| Automatic function (Shutter) | Not active Active | | |
| Alert function | Not active Active | | |
| Roller shutter parameters | | | |

Continued



Communication objects and ETS parameters

Continued

| ETS text | Values available [Default value] | Comment |
|--------------------------|-------------------------------------|---|
| | 0 = Off | |
| Scenario | 1 = On | be included in scenarios |
| | [0] | |
| Automatic oper- ation | O = Off | Defines the possibility of having the required roller |
| | 1 = On | shutter position with 4 objects devoted to their |
| | [0] | automatic control from the Bus (rain, wind, frost, block) |
| Warning Function | 0 = Off | Used to view the section with "Warning-Out" param- eters, to enable the ETS |
| | 1 = On | obtaining to be switched or off (e.g. a weather station) and obtain the automatic |
| | [0] | movement of the roller shutters in the event of rain, wind, frost, block-out |

Scenarios

For each channel, 8 scenarios can be stored and called up. For each scenario, it is possible to select the scenario index, the position of the roller shutter and slats (only for Venetian blinds).

Scenario parameters: scenario management

| ETS text | Values available [Default value] | Comment |
|--------------------------------|-------------------------------------|---|
| Store scenarios | 0=off | The "Store scenarios" function is used to store the state linked to a scenario with a mossage from the |
| | 1=on | |
| | [0] | Bus (scene learn). |
| | 1-64 | |
| Scenario 1 | Off | Used to select the scenario index. |
| | [Off] | |
| Scenario 1 Position | 0%-100% | Used to select the roller shutter position when the scenario is called up |
| | [0] | |
| Scenario 1 - Slats position | 0%-100% | Used to select the position of the slats when the sce- |
| | [0] | blinds only) |
| | | |
| Scenario 8 | | |

The Store scenarios function is used to store the state linked to a scenario with a message from the Bus (scene learn).

| Scene 1 | Not active | • |
|--------------------|------------|---|
| Scene 1 - Position | 0% | • |
| Scene 2 | Not active | • |
| Scene 2 - Position | 0% | ٠ |
| Scene 3 | Not active | * |
| Scene 3 - Position | 0% | • |
| Scene 4 | Not active | • |
| Scene 4 - Position | 0% | • |
| Scene 5 | Not active | * |
| Scene 5 - Position | 0% | • |
| Scene 6 | Not active | ٠ |
| Scene 6 - Position | 0% | • |
| Scene 7 | Not active | ٠ |
| Scene 7 - Position | 0% | • |
| Scene 8 | Not active | ٠ |
| Scene 8 - Position | 0% | • |
| | | |

Not active
 Active

Scenario parameters

Save scenes

Communication objects and ETS parameters

Warnings Out 1/2 and 3/4

Warnings Parameters:

if the "Warning Function" parameter is enabled on the output, to define the operations to be performed automatically in the event of

the objects "Rain, Wind, Frost, Block" being activated by the Bus (by interaction with weather stations)

| ETS text | Values available [Default value] | Comment | |
|--|---|---|--|
| Warning order | 0 = Wind, Rain, Frost, Block 1 = Wind, Rain, Block, Frost 2 = Wind, Block, Pain, Erect | To give a priority to the warnings | |
| | 3 = Block, Wind, Rain, Frost | | |
| | 0 = No action | | |
| | 4 = Door to previous position | What the output does (Vene- | |
| Action after warn- ings/block reset | 1 = Door to higher level | tian blinds/roller shutter) when the warning or block | |
| | 2 = Door to lower level | ends | |
| | [0] | | |
| | 0 = Off | | |
| "Wind" warning | 1 = On | | |
| 0 | [0] |] | |
| Cycle time (min, 0 = Off) | 0-120 | From the moment the alarm is triggered, a time can be set after which the alarm | |
| | [30] | condition is reset (if no other messages are received) | |
| | 0 = No action | | |
| Action | 1 = Door to higher level | Defines what happens in the | |
| //01011 | 2 = Door to lower level | event of a "Wind" alarm | |
| | [0] | | |
| | 0 = Off | _ | |
| "Rain" warning | 1 = On | | |
| | [0] | | |
| Cycle time (min, 0 = Off) | 0-120 | From the moment the alarm is triggered, a time can be set after which the alarm | |
| | [30] | condition is reset (if no other messages are received) | |
| Action | 0 = No action | | |
| | 1 = Door to higher level | Defines what happens in the | |
| | 2 = Door to lower level | event of a "Rain" alarm | |
| | [0] | | |

| Order of Alerts | Wind, Rain, Frost, Block | • |
|------------------------------------|--------------------------|--------|
| Action at reset of alerts/blocking | no action | • |
| | | |
| Wind alert | O Not active O Active | |
| Cycle Time (min, 0 = off) | 30 | * |
| Action | no action | • |
| | | |
| Rain alert | O Not active O Active | |
| Cycle Time (min, 0 = off) | 30 | * |
| Action | no action | • |
| | | |
| Frost alert | O Not active O Active | |
| Cycle Time (min, 0 = off) | 30 | * * |
| Action | no action | • |
| | | |
| Block | O Not active O Active | |
| Action | no action | • |
| | | |

Continued

Warnings Parameters

| ETS text | Values available [Default value] | Comment |
|------------------------------|-------------------------------------|---|
| | 0 = Off | |
| "Frost" warning | 1 = On | |
| | [0] | |
| Cycle time (min, 0 = Off) | 0-120 | From the moment the alarm is triggered, a time can be |
| | [30] | condition is reset (if no other messages are received) |
| | 0 = No action | |
| Action | 1 = Door to higher level | Defines what happens in the event of a "Frost" alarm |
| Action | 2 = Door to lower level | |
| | [0] | |
| | 0 = Off | |
| Block | 1 = On | |
| | [0] | |
| Action | 0 = No action | |
| | 1 = Door to higher level | _ |
| | 2 = Door to lower level | |
| | [0] | |

Continued





Communication objects and ETS parameters

Automatic operation

In this point the object block and required position are assigned, if the "Automatic operation" parameter is enabled on the output.

Automatic parameters

| ETS text | Values available [Default value] | Comment |
|--|-------------------------------------|---|
| Automatic objects | Block A | The automatic operations |
| | Block B | are divided into 2 blocks A |
| | [Block A] | ed to outputs 1/2 and 3/4. |
| Automatic opera- tion 1 (-4) - Position | 0%-100% | For each of the 4 automatic operations, it is possible to define the roller shutter position (100% = Closed) |
| | [0%] | |
| (-4) - Blind position | 0%-100% | For each of the 4 automatic operations, it is possible |
| | [0%] | to define the slat position (100% = Closed) |

Block A Block B Automatic objects Automatic function 1 - Position 0% Automatic function 1 - Position of slats 0% Automatic function 2 - Position 0% 0% Automatic function 2 - Position of slats Automatic function 3 - Position 0% Automatic function 3 - Position of slats 0% 0% Automatic function 4 - Position Automatic function 4 - Position of slats 0%

Automatic operation parameters

Note.

Automatic 1 = position 1 - position 2 - position 3 - position 4.Automatic 2 = position 1 - position 2 - position 3 - position 4.

Inputs

Input, grouped channels 1/2 and 3/4, dimmer control The parameters in the window to the side are available for each channel and are identical for all of them.

| In 1/2 | O Dimming O Sun protection |
|---------------------|--------------------------------------|
| Diming Function 1/2 | Brighter/Darker Darker/Brighter |
| Block | Inactive Active |

Dimming O Sun protection

O Down, Up Up, Down

Inactive Active

Dimmer control parameters - grouped channels

Roller shutter control parameters - grouped channels

In 1/2

Block

Shutter Function 1/2

Input, grouped channels, roller shutter control

The following parameters are available for each channel and are identical for all of them.

Grouped parameters

Select the input 1/2 and 3/4 functions - dimmer or roller shutter control.

| ETS text | Values available [Default value] | Comment | |
|----------------------------------|-------------------------------------|---------------------------------|--|
| locut $1/2$ | 0: dimmer control | | |
| Input 1/2 | 1: roller shutter control | Defines the type of com- | |
| input 3/4 | [2] Off | | |
| Function | 0: increase/ decrease | Defines the function associ- | |
| Curation | 1: decrease/ ated to the contact | ated to the contact closing | |
| control 3/4 | increase | IN 4) | |
| CONTROL 3/4 | [0] | | |
| Roller shutter func- | 0: Down/Up | Defines the function associ- | |
| tion 1/2 | 1: Up/Down | ated to the contact closing | |
| Roller shutter func- tion 3/4 | [0] | IN 1 or IN 2 (or IN 3 and IN 4) | |
| Block | 0: Off | To enable the block of | |
| | 1: On | channels 1/2 and 3/4 from | |
| | [0] | the Bus | |



Communication objects and ETS parameters

| Single channels 1, 2, 3, 4: the inputs work independently For each channel there are 6 options: | Function | Switching one Object | • |
|--|-------------------|----------------------|---|
| • Off | Value to send | Switch rising edge | • |
| Switching to an object Switching to several objects Dimmer control with single button Roller shutter control with single button | Value Rising Edge | Off On | |
| Counter | Block | Inactive O Active | |

Switching to an object parameters (for sending commands)

| ETS text | Values available [Default value] | Comment | |
|-----------------------|---------------------------------------|---|--|
| | 0 = Rising edge switching | Rising edge = IN contact closing | |
| | 1 - Toggle rising edge | Falling edge = IN contact opening | |
| | | Select "Switching module" to send an On or Off for the | |
| Function secondary | 2 = Rising edge switch- ing module | chosen edge, an no sending when the input state is next changed. | |
| | 3 = Toggle falling edge | If "Toggle" is set for each selected edge On/Off/On will be sent in sequence, etc. (but the input state object must also be linked to the | |
| | [1] | same group). | |
| Falling edge value | 0 = Off 1 = On | If "Switching module" is set to "Falling edge" or "Send | |
| | [0] | state" | |
| Pising odgo valuo | 0 = Off | If "Switching module" is set | |
| I listing edge value | 1 = On | to "Rising edge" or "Send | |
| | [0] | state | |
| Value type | 13000 | If the switching module-inpu | |
| value type | [1] | is set to "Send value" | |
| | 1 = Number | Select whether to send a | |
| Value | 2 = Float | number 0÷255 or a Float | |
| | [1] | 0÷65535 (percentage) | |
| Number value | 0255 | If the value to send is a | |
| | [2] | number | |
| Float value in | 0-65535 | If the value to send is a | |
| degrees 1/100 | [2000] | 17100 percentage | |
| | 0 = off | Enabling this, an object | |
| Block | 1 = on | blocks the possibility to | |
| | [0] | control the input | |

Switching to an object parameters, rising edge

Communication objects and ETS parameters

Switching module parameters for several objects (to send commands and values)

You can select whether to send commands (e.g. "On") or a value (e.g. "1 byte") on an input short press, and another (e.g. "Off") or a value (e.g. "2 bytes") on a long press. The time for determining a long press is set in the general parameters.

| ETS text | Values available [Default value] | Comment |
|--|-------------------------------------|--|
| | 0 = On the edge | On the edge = to be able to select whether to send On or Off on the rising or falling |
| | 1 = Short/Long press | Short/Long press = to be able to send commands/ Values on a short and long |
| Type of control | 2 = Value | Value = to send values of 1 byte or 2 bytes on a short and long press on 2 objects |
| | 3 = Sequence | Sequence = to be able to send sequence cycles of 1 bit or 1 byte on a maximum of 4 objects with short and |
| | [0] | long press |
| Values by type | 0 = Rising edge value | Used to select whether to send On or Off to the rising edge |
| of control "On the edge" | 1 = Falling edge value | Used to select whether to send On or Off to the falling edge |
| | [0] | |
| | No reaction | No action on short press (long) |
| | 0 = On/Off | Toggle On/Off on short press (long) |
| | 1 = On | Send On on short press (long) |
| | 2 = Off | Send Off on short press (long) |
| | 3 = Scenario | Call up scenario on short press (long) |
| Values by type of | 4 = Store scenario | Store scenario on short press (long) |
| press". The indicated values can be select- | 5 = Force On | Request forcing to On on short press (long) |
| ed fro both short press and long press | 6 = Force Off | Request forcing to Off on short press (long) |
| | 7 = Disable forcing | Request force disabling on short press (long) |
| | 8 = Force On/ deactivation | Toggle forcing on and disa- bling forcing on short press (long) |
| | 9 = Forced Off/ deactivation | Toggle forcing off and disa- bling forcing on short press (long) |
| | [0] | |
| Values by type of control "Value" | 0 = 1 byte | Possibility to select a 1 byte value to send on short press (long) |
| | 1 = 2 bytes | Possibility to select a 2 bytes value to send on short press (long) |
| | [0] | |

Continued



Values by type of control "On the edge"

| Function | Switching multiple Objects | • |
|----------------------|----------------------------|---|
| | | |
| Control type | Short/Long Press | • |
| Short press function | On/Off | - |
| Long press function | Scene | • |
| Value Long | 1 | • |
| | | |

Block

O Inactive O Active

Values by type of control "Short/Long press" with toggle on short press and call up scenario 1 on long press

| Function | Switching multiple Objects | • |
|-------------------------|----------------------------|--------|
| | | |
| Control type | Value | • |
| Value type | 1 Byte 2 Bytes | |
| Value to send | 1 | * * |
| Long press second value | No O Yes | |
| Value to send | 23 | * * |
| | | |

Block

O Inactive Active

Values by type of control "Value" with sending a value 1 byte on short press and value 23 on long press





Communication objects and ETS parameters

Continued

| ETS text | Values available [Default value] | Comment |
|--------------------------------------|-------------------------------------|--|
| Values by type of control "Sequence" | 0 = 1 bit | Cyclical: possibility to send a bit sequence on a number of objects 2÷4 with sequence 1,2,, 1,2, |
| | | Increasing/decreasing: possibility to send a bit sequence on a number of objects 2÷4 with sequence 1,2,, 2,1,2, |
| | 1 = 1 byte | Cyclical: possibility to send a byte sequence on a number of objects 2÷4 with sequence 1,2,, 1,2, |
| | | Increasing/decreasing: possibility to send a byte sequence on a number of objects 2÷4 with sequence 1,2,, 2,1,2, |
| | [0] | |

| Function | Switching multiple Objects |
|---------------------|-------------------------------|
| Control type | Sequence 🔹 |
| Data Format | ◎ 1 Bit ○ 1 Byte |
| Sequence type | Cycling Increasing/Decreasing |
| | |
| Number of objects | 4 🗸 |
| Value 1 | On Off |
| Value 2 | On Off |
| Value 3 | On Off |
| Value 4 | On Off |
| | |
| Long press function | O Disable O Enable |
| Number of objects | 2 |
| Value 1 | On Off |
| Value 2 | On Off |
| | |
| Block | O Inactive Active |

Values by type of control "Sequence" with cyclical sending of a bit on 4 objects on short press and cyclical sending of a bit on 2 objects on long press

"Counter" parameters

To increase a counter with the input (reset when the Bus is powered off).

| ETS text | Values available [Default value] | Comment | |
|----------------------------|-------------------------------------|---|--|
| | 1 = 8 bit | | |
| Type of counter | 2 = 16 bit | When the input contact | |
| Type of counter | 3 = 32 bit | increased | |
| | [1] | | |
| | 0 = Off | A limit can be get for the | |
| Threshold on | 1 = On | counter | |
| | [0] | | |
| 0 1 1100 | 0-255 | Define every how many | |
| Send difference (8 bit) | [5] | pulses the value must be sent to the Bus | |
| Counter limit (8 bit) | 0-255 | (if the "Threshold on" param- | |
| | [50] | reached a warning bit is sent to the Bus | |
| Send difference | 0-65535 | 10.53 | |
| (16 bit) | [100] | 10 01 | |
| Counter limit | 0-653535 | 16 bit | |
| (16 bit) | [200] | | |
| Send difference | 0-2147483647 | 22 hit | |
| (32 bit) | [250] | 32 DI | |
| Counter limit (32 bit) | 0-2147483647 | 22 hit | |
| | [500] | 32 DI | |
| Block | 0 = Off | To inhibit the | |
| | 1 = On | input command from the | |
| | [0] | Bus | |

| Function | Counter | • |
|--------------------|----------------------|---|
| | | |
| | | _ |
| Counter Type | 8-bit | • |
| Threshold Active | No O Yes | |
| Counter Limit | 50 | ÷ |
| | | |
| Sending Difference | 5 | ¢ |
| Block | Inactive Active | |
| | | |

Counter parameters



Communication objects and ETS parameters

"Single button control" parameters

To control a dimmer with a single input when the short press of an N.O. button switches it On/Off and a long press runs the cyclical positive/negative control until released.

| ETS text | Values available [Default value] | Comment | |
|---------------------|-------------------------------------|---|--|
| | 100% | | |
| | 50% | | |
| | 25% | | |
| Control atoma | 12.5% | Sata the control apoed | |
| Control steps | 6% | Sets the control speed | |
| | 3% | | |
| | 1.5% | | |
| | [100%] | | |
| Demast control tol | 0 = No | Sets the control mode (con- | |
| Repeat control tel- | 1 = Yes | | |
| egrams | [0] | | |
| Repeat time (s) | 0.3÷5 | If the control telegram repe- tition is on | |
| Block | 0 = No | The use of the input can be | |
| | 1 = Yes | blocked with a bit "1" sent | |
| | [0] | from the Bus to the specific object | |

| Function | One Button Dimming | • |
|--------------------------|----------------------|---|
| | | |
| Dimming steps | 100% | • |
| Repeat Dimming Telegrams | No Ves | |
| Block | Inactive Active | |

"Dimmer control with one button" parameters

"Roller shutter control with single button" parameters To control a roller shutter with a single input when the short press of an N.O. button stops it and a long press moves it.

| ETS text | Values available [Default value] | Comment | | |
|----------|-------------------------------------|---|--|--|
| Block | 0 = Off | The use of the input can be blocked with a bit "1" sent | | |
| | 1 = On | | | |
| | [0] | from the Bus to the specific object | | |

Function

Block

One Button Shutter

O Inactive O Active

"Roller shutter control with single button" parameters



‡ min

Communication objects and ETS parameters

Virtual pocket

The virtual pocket function can be enabled by selecting "Enabled" in the "Input/Output configuration" page. This function is used to check if a room is occupied and signal it in the 1 bit object "Presence in room". To implement the function, at least a motion sensor and a room access door opening and closing signal must be used. The use of another motion sensor or the configuration of an object signalling activity in the room are optional.

The following parameters are available for this function

| ETS text | Values available [Default value] | Comment | | |
|----------------------|-------------------------------------|---|--|--|
| Wait time | 0÷65535 min | To select the presence in room detection wait time from the bus | | |
| | [5] | | | |
| Second motion sensor | Disabled | To enable a second motion | | |
| | Enabled | If this parameter is enabled, any command received on the "Activity signalling" object signals the presence in the room | | |
| | [Disabled] | | | |
| Activity signalling | Disabled | | | |
| | Enabled | | | |
| | [Disabled] | | | |

Waiting time

Activity reporting

Second movement detector

Disabled Enabled

3

Virtual pocket parameters

The graphics below illustrate some cases of using the "virtual pocket" function. In all cases, the door opening and closing is signalled (received on the "Door input" object), as is the movement on a PIR (received on the "First motion sensor" object) and the room occupied is sent (on the "Presence in room" object).

General note: The motion sensor disabling time must be less than the timeout ("Wait time" parameter or "Wait time" object) for leaving the room. In this way, at the end of the timeout, the "Presence in room" signal is disabled and the room can be placed in the "not occupied" state.

| CASE 1. DEPSON ENTERING THE P | | | | | | | |
|---|-----------------|------|--|--|--|------|--|
| CASE I, PERSON ENTERING THE R | | | | | | | |
| Door wire contacts | | | | | | | |
| Door 109 | 。 | | | | | | |
| Timoout | | | | | | | |
| Dir 105 | E | | | | | | |
| PII 103 | 2 | | | | | | |
| Presence 110 | 0 | | | | | | |
| | | | | | | | |
| CASE 2, PERSON ENTERING THE R | NOOM | | | | | | |
| NR. | ι. | | | | | | |
| Door wire contacts | | | | | | | |
| Door 108 | 8 | | | | | | |
| Timeout | | | | | | | |
| Pir 105 | 5 | | | | | | |
| | | | | | | | |
| Presence 110 | 0 | | | | | | |
| | | | | | | | |
| CASE 2, PERSON ENTERING THE R | ROOM, IMPULSIVE | DOOR | | | | | |
| NK. | | | | | | | |
| Door wire contacts | | | | | | | |
| Door 108 | 8 | | | | | | |
| Timeout | | | | | | | |
| Pir 105 | 5 | | | | | | |
| | | | | | | | |
| Presence 110 | 0 | | | | | | |
| | | | | | | | |
| Note: Door impulsive object via contacts interface or via timed in/out on 01522.1 | | | | | | | |

4 input device



Communication objects and ETS parameters



