VIMAR

01580-01581-01582-01585-01586-01587

Home automation system push button control devices, KNX standard

SMART HOME&BUILDING

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Index

1. General characteristics

The new KNX home automation system devices constitute the evolution of all the control devices used to date, offering new functions teamed with an optimised range that guarantees flexibility and simple installation.

The new home automation system control devices stand out for:

• renovated styling and RGB backlighting (on Eikon and Arkè,e each symbol has backlighting, which is a more attractive and functional characteristic, whereas on Plana each indicator lens and non-illuminated symbol has backlighting);

• management of short, long and timed button press;

• single code for the three series: Eikon, Arkè and Plana (the button covers relating to the chosen wiring series are then fitted on the device);

• three types of device (with push buttons, with push buttons and relay actuator, with push buttons and roller shutter/slat actuator) to save space it the switchboard, when using controls with actuators;

• two types of modular design (2 and 3 modules) for maximum installation flexibility;

• 4 activations for 2-module devices (4 push buttons);

• 6 activations for 3-module devices (6 push buttons);

• RGB LED with adjustable brightness (visible in darkness/night function), colour coordinated with the thermostats;

• reduced dimensions of flush mounting box for more practical wiring;

• requiring the application of the new button covers in the 1- or 2-module versions, with a set of differentiated symbols for each series and finish, not compatible with the previously available controls.

1.1 Device firmware and ETS version to use

The ETS version to use according to the device firmware is identified via the digits of the serial number highlighted in red in the table below.

Art.	Rev.	Serial number	FW Vers.	ETS database
01580	001	012226FAA00187	1.0	1
	003	012521FAA01171	2.2	2
	004	012546FAA00251	3.0	3
01580.AX	001	012335FAA00151	1.0	1
	003	012519FAA01271	2.2	2
	004	012549FAA02161	3.0	3
01581	001	012228FAA01217	1.0	1
	002	012529FAA01201	2.3	2
	003	012606FAA03061	3.0	3
01582	001	012226FAA00635	1.0	1
	002	012524FAA00061	2.3	2
	003	012607FAA02561	3.0	3
01585	001	012226FAA00246	1.0	1
	003	012518FAA02191	2.2	2
	004	012544FAA01751	3.0	3
01585.AX	001	012335FAA00101	1.0	1
	003	012527FAA00001	2.2	2
	004	012550FAA00331	3.0	3
01586	001	012226FAA00635	1.0	1
	002	012526FAA00701	2.3	2
	003	012606FAA02201	3.0	3
01587	001	012226FAA00565	1.0	1
	002	012548FAA02601	2.3	2
	003	012608FAA02711	3.0	3

2. Devices

01580 - Home automation system control device with four push buttons, KNX standard, RGB LED visible in darkness with brightness control, to be completed with interchangeable half-button caps: 1 or 2 module Eikon, 2 module Arké or Plana

01581 - Home automation system control device with four push buttons and actuator with relay output NO 16 A 120-240 V~ 50/60 Hz, KNX standard, RGB LED visible in darkness with brightness control, to be completed with interchangeable half-button caps: 1 or 2 module Eikon, 2 module Arké or Plana.

01582 - Home automation system control device with four push buttons and actuator for 1 roller shutter with slat orientation with change-over relay output for cos ø motor 0.6 2 A 120-240 V~ 50/60 Hz, KNX standard, RGB LED visible in darkness with brightness control, to be completed with interchangeable half-button caps: 1 or 2 module Eikon, 2 module Arké or Plana.

01585 - Home automation system control device with six push buttons, KNX standard, RGB LED visible in darkness with brightness control, to be completed with interchangeable half-button caps: 1 or 2 module Eikon, 3 module Arké or Plana

01586 - Home automation system control device with six push buttons and actuator with relay output NO 16 A 120-240 V~ 50/60 Hz,KNX standard, RGB LED visible in darkness with brightness control, to be completed with interchangeable half-button caps: 1 or 2 module Eikon, 3 module Arké or Plana.

01587 - Home automation system control device with six push buttons and actuator for 1 roller shutter with slat orientation with change-over relay output for cos ø motor 0.6 2 A 120-240 V~ 50/60 Hz, KNX standard, RGB LED visible in darkness with brightness control, to be completed with interchangeable half-button caps: 1 or 2 module Eikon, 3 module Arké or Plana.
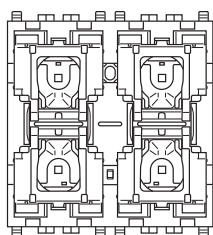
01580 - 01581 - 01582
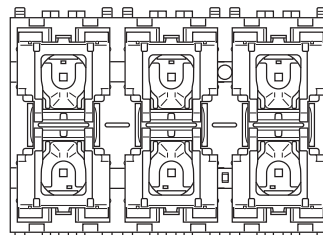
01585 - 01586 - 01587

General characteristics

The devices are equipped with four or six independent buttons that can be used as ON/OFF controls and for controlling roller shutters and lights; moreover:
- art. 01581 and 01586 are fitted with an actuator for light control;
- art. 01582 and 01587 are fitted with an actuator for roller shutter control.

Functions

The push buttons can be used in two ways:

• Functions with independent push buttons:
  - Sending ON, OFF, timed ON, forcing and toggle controls both on short press and on long press
  - Switch ON and OFF on the rising edge and on the falling edge
  - Calling up a scenario with a short press of the push button, calling up a second scenario or saving a scenario with a long press
  - Sending cyclic or increasing/decreasing bit or byte sequences via short and long press
  - Sending one or two values via short or long press of the push button
  - Sending bit, byte or 2 byte controls via multiple close presses
  - Roller shutter control
  - Dimmer control

• Functions possible with push buttons and 2 associated channels:
  - Switch ON and OFF
  - Dimmer control
  - Roller shutter control
  For all three functions, the direction of the controls can be inverted.

The following can be set for the RGB LEDs:
  - The colour of each individual LED by choosing from a list or setting the RGB coordinates using the ETS software
  - The brightness or flashing, again using the ETS software

The actuator output can be used in two ways:
- Switching module (power on and off via bus controls and according to the parameters set during configuration).
- Stair light (timed lighting).

The roller shutter output can be used in two ways:
- Roller shutter
- Venetian blind (with slat control).

Behaviour after bus power on/off

The behaviour on bus power on/off can be set, using the related parameters, only for the actuator output.

Behaviour after reset

As for bus power-on.

Scenarios

Scenarios with a number from 1 to 64 will have a value from 0 to 63 on the bus.

3. Communication objects and ETS parameters

SWITCHING MODULE AND PUSH BUTTON FUNCTIONAL UNITS

List of existing communication objects and standard settings

No.	ETS name	Function	Description	Length	Flag 1 C	R	W	T	U
2 PUSH BUTTON MODE									
1	Up key	Value to send	(if set as "Push button" and the "*switching 1 object*" function is selected) - to send "*ON/OFF/timed ON*" messages.	1 bit	X	X		X	
1	Up key	Sends value - short press	(if set as "Push button" and "*Short/Long press*" function) - to send "Toggle/send ON/send OFF" messages with short press: if used in Toggle mode, also associate the object of "ON/OFF state" of the button in the same group as this object.	1 bit	X	X		X	
1	Up key	Send forcing	(if set as "Push button" and "*Switching module with several objects/Forcing*" function) to send one of the forcing functions for selection as "forcing On/forcing OFF/Forced disable"	2 bit	X	X		X	
1	Up key	Send value - up	(if set as "Push button" and "*Switching module with several objects/on the edge*" function) to send one of functions for selection as "ON/OFF on the rising edge" (pressing the button)	1 bit	X	X		X	
1	Up key	Scenario - short press	(if set as "Push button" and "*Switching module with several objects/Short-long press/call up or store scenario*" function) to call up or store a scenario on short press.	1 byte	X	X		X	
1	Up key	Send value - short press	(if set as "Push button" and "*Switching module with several objects/Value*" function) to send a value that can be set between 0 and 255 on short press.	1 byte	X	X		X	
1	Up key	ON/OFF control	(if set as "Push button" and "*Single push button dimming*" function) to control a dimmed light	1 bit	X	X		X	
1	Up key	Short sequence - Value 1	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the first 1 bit or 1 byte sequence message on short press.	1 bit/1 byte	X	X		X	
1	Up key	Multiple press - Value 1	(if set as "Push button" and "*Switching module with several objects/Multiple presses*" function) - to send a message at the first event of multiple presses.	1bit/1byte/ 2byte	X	X		X	
1	Keys	ON/OFF	(if set as "Switching module" and the "*Power on/off*" function is selected) - to send "On/Off" messages pressing the top/bottom or bottom/top part respectively (direction set by the parameter) on the double push button	1 bit	X	X		X	
1	Keys	ON/OFF control	(if set as "Switching module" and "*Dimmer control*" function) to control a dimmed light. The controls of the switching module can be inverted using the parameter.	1 bit	X	X		X	
1	Keys	Roller shutter Up/Down	(if set as "Switching module" and "*Roller shutters*" function) to control the operation of a roller shutter. The controls of the switching module can be inverted using the parameter.	1 bit	X	X		X	
1	Up key	Sends value - long press	(if set as "Push button" and "short/long press" function) - to send "Toggle/send ON/send OFF" messages with long press: if used in Toggle mode, also associate the object of "ON/OFF state" of the button in the same group as this object.	1 bit	X	X		X	
1	Up key	Venetian blinds / Stop	(if set as "Push button" and "*Roller shutter single push button control*" function) - to stop the roller shutter on short press.	1 bit	X	X		X	
1	Up key	Send value - long press	(if set as "Push button" and "*Switching module with several objects/Value*" function) - to send a value that can be set between 0 and 255 on long press.	1 byte	X	X		X	
2	Up key	Dimmer control	(if set as "Push button" and "*Single push button dimming*" function) to control a dimmed light	4 bit	X	X		X	
2	Up key	Send value - down	(if set as "Push button" and "*Switching module with several objects/on the edge*" function) to send one of functions for selection as "ON/OFF on the falling edge (release the button)"	1 bit	X	X		X	
2	Up key	Send forcing	(if set as "Push button" and "*Switching module with several objects/Forcing*" function) to send one of the forcing functions for selection as "forcing On/forcing OFF/Forced disable"	2 bit	X	X		X	
2	Up key	Scenario - long press	(if set as "Push button" and "*Switching module with several objects/Short-long press/call up or store scenario*" function) to call up or store a scenario on long press.	1 byte	X	X		X	
2	Up key	Short sequence - Value 2	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the second 1 bit or 1 byte sequence message on short press.	1 bit/1 byte	X	X		X	

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

Continued

No.	ETS name	Function	Description	Length	Flag 1				
					C	R	W	T	U
2	Up key	Multiple press - Value 2	(if set as "Push button" and "*Switching module with several objects/Multiple presses*" function) - to send a message at the second event of multiple presses.	1bit/1byte/2byte	X	X		X	
2	Keys	Dimmer control	(if set as "Switching module" and "*Dimmer control*" function) to control a dimmed light	4 bit	X	X		X	
2	Keys	Venetian blind ON/OFF	(if set as "Switching module" and "*Roller shutters*" function) to stop a roller shutter or the movement of the slat	1 bit	X	X		X	
3	Up key	Short sequence - Value 3	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the third 1 bit or 1 byte sequence message on short press.	1bit/1byte	X	X		X	
3	Up key	Multiple press - Value 3	(if set as "Push button" and "*Switching module with several objects/Multiple presses*" function) - to send a message at the third event of multiple presses.	1bit/1byte/2byte	X	X		X	
4	Up key	ON/OFF state ON/OFF state - short press Roller shutter state	(if set as "Push button" and "*Single push button dimming*" function or "*Switching module with several objects/Short-long press/toggle*" or "*Roller shutter single push button control*" function selected) this object must be associated with the group with the light "ON/OFF control" datapoint (relay or dimmer) or the roller shutter "roller shutter up/down" datapoint to receive the ON/OFF state of the associated load. If this is not the case, it will be unable to manage light control or roller shutter operation.	1 bit	X		X		X
4	Up key	Multiple press - Value 4	(if set as "Push button" and "*Switching module with several objects/Multiple presses*" function) - to send a message at the fourth event of multiple presses.	1bit/1byte/2byte	X	X			X
4	Up key	Short sequence - Value 4	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the fourth 1 bit or 1 byte sequence message on short press.	1bit/1byte	X	X			X
5	Up key	ON/OFF state - long press	(if set as "Push button" and "*Switching module with several objects/Short-long press/toggle*" function) - this object must be associated with the group with the light "ON/OFF control" datapoint on long press to receive the ON/OFF state of the associated load. If this is not the case, it will be unable to manage light control.	1 bit	X		X		X
5	Up key	Long sequence - Value 1	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the first 1 bit or 1 byte sequence message on long press.	1bit/1byte	X	X		X	
6	Up key	Long sequence - Value 2	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the second 1 bit or 1 byte sequence message on long press.	1bit/1byte	X	X		X	
7	Up key	Long sequence - Value 3	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the third 1 bit or 1 byte sequence message on long press.	1bit/1byte	X	X		X	
8	Up key	Long sequence - Value 4	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the fourth 1 bit or 1 byte sequence message on long press.	1bit/1byte	X	X		X	
9	upper LED	State	To display an ON or OFF state on the LED with a colour (red, green, blue, amber, white, cyan, magenta, RGB custom triple) and the type selected during configuration (maximum brightness, medium brightness, minimum brightness, OFF, rapid flashing, slow flashing)	1 bit	X		X		X
10	Down key	Value to send	(if set as "Push button" and the "*switching 1 object*" function is selected) - to send "*ON/OFF/timed ON*" messages.	1 bit	X	X		X	
10	Down key	Sends value - short press	(if set as "Push button" and "*Short/Long press*" function) - to send "Toggle/send ON/send OFF" messages with short press: if used in Toggle mode, also associate the object of "ON/OFF state" of the button in the same group as this object.	1 bit	X	X		X	
10	Down key	Send forcing	(if set as "Push button" and "*Switching module with several objects/Forcing*" function) to send one of the forcing functions for selection as "forcing On/forcing OFF/Forced disable"	2 bit	X	X		X	
10	Down key	Send value - up	(if set as "Push button" and "*Switching module with several objects/on the edge*" function) to send one of functions for selection as "ON/OFF on the rising edge" (pressing the button)	1 bit	X	X		X	
10	Down key	Scenario - short press	(if set as "Push button" and "*Switching module with several objects/Short-long press/call up or store scenario*" function) to call up or store a scenario on short press.	1 byte	X	X		X	

Continued

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

Communication objects and ETS parameters

Continued

No.	ETS name	Function	Description	Length	Flag 1 C	R	W	T	U
10	Down key	Send value - short press	(if set as "Push button" and " *Switching module with several objects/Value*" function) to send a value that can be set between 0 and 255 on short press.	1 byte	X	X		X	
10	Down key	ON/OFF control	(if set as "Push button" and "*Single push button dimming*" function) to control a dimmed light	1 bit	X	X		X	
10	Down key	Short sequence - Value 1	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the first 1 bit or 1 byte sequence message on short press.	1 bit/1 byte	X	X		X	
10	Down key	Multiple press - Value 1	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the first 1 bit or 1 byte sequence message on short press.	1bit/1byte/2byte	X	X		X	
10	Down key	Sends value - long press	(if set as "Push button" and "short/long press" function) - to send "Toggle/send ON/send OFF" messages with long press: if used in Toggle mode, also associate the object of "ON/OFF state" of the button in the same group as this object.	1 bit	X	X		X	
10	Down key	Venetian blinds / Stop	(if set as "Push button" and "*Roller shutter single push button control*" function) - to stop the roller shutter on short press.	1 bit	X	X		X	
10	Down key	Send value - long press	(if set as "Push button" and " *Switching module with several objects/Value*" function) - to send a value that can be set between 0 and 255 on long press.	1 byte	X	X		X	
11	Down key	Dimmer control	(if set as "Push button" and "*Single push button dimming*" function) to control a dimmed light	4 bit	X	X		X	
11	Down key	Send value - down	(if set as "Push button" and " *Switching module with several objects/on the edge*" function) to send one of functions for selection as "ON/OFF on the falling edge (release the button)	1 bit	X	X		X	
11	Down key	Send forcing	(if set as "Push button" and " *Switching module with several objects/on the edge*" function) to send one of functions for selection as "ON/OFF on the falling edge (release the button)	2 bit	X	X		X	
11	Down key	Scenario - long press	(if set as "Push button" and " *Switching module with several objects/Short-long press/call up or store scenario*" function) to call up or store a scenario on long press.	1 byte	X	X		X	
11	Down key	Short sequence - Value 2	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the second 1 bit or 1 byte sequence message on short press.	1 bit/1 byte	X	X		X	
11	Down key	Multiple press - Value 2	(if set as "Push button" and "*Switching module with several objects/Multiple presses*" function) - to send a message at the second event of multiple presses.	1bit/1byte/2byte	X	X		X	
11	Keys	Dimmer control	(if set as "Switching module" and "*Dimmer control*" function) to control a dimmed light	4 bit	X	X		X	
11	Keys	Venetian blind ON/OFF	(if set as "Switching module" and "*Roller shutters*" function) to stop a roller shutter or the movement of the slat	1 bit	X	X		X	
12	Down key	Short sequence - Value 3	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the third 1 bit or 1 byte sequence message on short press.	1bit/1byte	X	X		X	
12	Down key	Multiple press - Value 3	(if set as "Push button" and "*Switching module with several objects/Multiple presses*" function) - to send a message at the third event of multiple presses.	1bit/1byte/2byte	X	X		X	
13	Down key	ON/OFF state ON/OFF state - short press Roller shutter state	(if set as "Push button" and "*Single push button dimming*" function or " *Switching module with several objects/Short-long press/toggle*" or "*Roller shutter single push button control*" function selected) this object must be associated with the group with the light "ON/OFF control" datapoint (relay or dimmer) or the roller shutter "roller shutter up/down" datapoint to receive the ON/OFF state of the associated load. If this is not the case, it will be unable to manage light control or roller shutter operation.	1 bit	X		X		X
13	Down key	Multiple press - Value 4	(if set as "Push button" and "*Switching module with several objects/Multiple presses*" function) - to send a message at the fourth event of multiple presses.	1bit/1byte/2byte	X	X		X	
13	Down key	Short sequence - Value 4	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the fourth 1 bit or 1 byte sequence message on short press.	1bit/1byte	X	X		X	

Communication objects and ETS parameters

Continued

No.	ETS name	Function	Description	Length	Flag 1				
					C	R	W	T	U
14	Down key	ON/OFF state - long press	(if set as "Push button" and "*Switching module with several objects/Short-long press/toggle*" function) - this object must be associated with the group with the light "ON/OFF control" datapoint on long press to receive the ON/OFF state of the associated load. If this is not the case, it will be unable to manage light control.	1 bit	X		X		X
14	Down key	Long sequence - Value 1	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the first 1 bit or 1 byte sequence message on long press.	1bit/1byte	X	X		X	
15	Down key	Long sequence - Value 2	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the second 1 bit or 1 byte sequence message on long press.	1bit/1byte	X	X		X	
16	Down key	Long sequence - Value 3	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the third 1 bit or 1 byte sequence message on long press.	1bit/1byte	X	X		X	
17	Down key	Long sequence - Value 4	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the fourth 1 bit or 1 byte sequence message on long press.	1bit/1byte	X	X		X	
18	lower LED	State	To display an ON or OFF state on the LED with a colour (red, green, blue, amber, white, cyan, magenta, RGB custom triple) and the type selected during configuration (maximum brightness, medium brightness, minimum brightness, OFF, rapid flashing, slow flashing)	1 bit	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
18	254	255

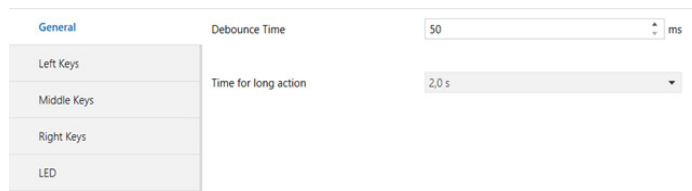## Communication objects and ETS parameters

Reference ETS parameters

General
The device can be used in the "push button" mode, completed with 1-module interchangeable buttons (e.g. 20751) and using the 4 keys associated with 4 different functions separately (push button function), or by associating the top/bottom keys of the left or right side to a single function (switching module function).

General parameters

ETS text	Values available [Default value]	Comment
Debounce time	50...500 ms [50]	Time during which the control ignores any state change (minimum pressing time)
Time for long action [s]	1...30 s [2]	Minimum press time to perform the action associated with a long press

General settings

Button configuration
Each button can be configured like a push button or 2 buttons can be grouped together to act as a rocker button.

Button configuration

ETS text	Values available [Default value]	Comment
Basic function of the buttons	0 = deactivated 1 = push button 2 = switching module [0]	"Push button" can be used as "Switching module with one object", "Switching module with several objects", "Single push button dimming" or "Roller shutter single button control". "Switching module" can be used as "ON/OFF switching", "Dimmer control" or "Roller Shutters"

Button configuration

PUSH BUTTON Mode
Each button can operate as a push button.
The parameter configuration is shown in the table below.

Push button configuration

ETS text	Values available [Default value]	Comment
Function	255 = disabled 0 = switching one object 1 = switching several objects 2 = single push button dimming 3 = single push button roller shutter control [255]	Identical for top and bottom (left, right and, where present, central) buttons

Left button configuration

Communication objects and ETS parameters

Let's look in detail at the **functions that can be associated** with the button set as **"Push button"**.

"Switching one object" parameters

ETS text	Values available [Default value]	Comment
Value to send	0 = send ON 1 = send OFF 2 = timed ON [0]	Possibility of choosing whether to send an ON message, an OFF message or an ON message with a set time
Time in seconds	1…32000 s [30]	Only if timed

"Switching one object" parameter

"Switching several objects" parameters

ETS text	Values available [Default value]	Comment
Type of operation	0 = On the edge 1 = Short/Long press 2 = Force 3 = Value 4 = Sequence 5 = Multiple presses [0]	Possibility of choosing the behaviour and sending over several objects

"Switching several objects" parameter

"Switching several objects/on the edge" parameters
To obtain a "Bell" ON/OFF and OFF/ON function.

ETS text	Values available [Default value]	Comment
Value on the rising edge	0 = send OFF 1 = send ON [1]	On pressing the push button it will send ON or OFF
Value on the falling edge	0 = send OFF 1 = send ON [0]	On releasing the push button it will send ON or OFF

"Switching several objects/on the edge" parameter

"Switching several objects/Short-long press" parameter with Toggle and ON/OFF" options
To send cyclical ON/OFF messages with push button.

ETS text	Values available [Default value]	Comment
Short press function	No reaction Toggle Send ON Send OFF [Toggle]	Possibility of choosing the message to send on a short press of the push button. By choosing "Toggle", ON/OFF/ON etc. will be sent in sequence with each press of the push button. Both the control object and the push button "State" object must be associated with the group
Long press function	No reaction Toggle Send ON Send OFF [Toggle]	Possibility of choosing the message to send on a short press of the push button. By choosing "Toggle", ON/OFF/ON etc. will be sent in sequence with each press of the push button. Both the control object and the push button "State" object must be associated with the group

"Switching several objects/Short-long press" parameters with Toggle and ON/OFF" options

Communication objects and ETS parameters

"Switching several objects/Short-long press"
parameter with options for the scenario
A scenario can be activated or stored.

ETS text	Values available [Default value]	Comment
Short press function	0 = no action	If enabled, a short push button press saves a scenario in the bus or calls up a scenario
	1 = stores scenario	
	2= calls up another scenario	
	[0]	
Scenario	1-64	Number of the scenario called up or saved on short press
	[1]	
Long press function	0 = no action	If enabled, a prolonged push button press saves a scenario in the bus or calls up another scenario
	1 = stores scenario	
	2= calls up another scenario	
	[0]	
Long press scenario	1-64	Number of the scenario called up or saved on long press
	[1]	

Basic Function of Left keys	Pushbutton ▼
Function Upper Key	Switching multiple objects ▼
Operation type	Short/long press ▼
Short press function	Own Scene ▼
Scene	1 ▼
Long press Function	Save Scene ▼
Scene	3 ▼
Function Lower Key	Disabled ▼

"Switching several objects/Short-long press" parameter

"Switching several objects/Forcing" parameter
The push button can be used for forcing functions.

ETS text	Values available [Default value]	Comment
Short press function	0 = no reaction	To send forced ON or OFF controls and to disable forcing on short press
	1 = forced ON	
	2 = forced OFF	
	3 = disable forcing	
	[0]	
Long press function	0 = no reaction	To send forced ON or OFF controls and to disable forcing on long press
	1 = forced ON	
	2 = forced OFF	
	3 = disable forcing	
	[0]	

Basic Function of Left keys	Pushbutton ▼
Function Upper Key	Switching multiple objects ▼
Operation type	Forced ▼
Short press function	Forced On ▼
Long press Function	Forced disable ▼
Function Lower Key	Disabled ▼

"Switching several objects/Forcing" parameter

"Switching several objects/Value" parameter
To send a value 0÷255 on short or long push button press.

ETS text	Values available [Default value]	Comment
Short press function	0÷255	Sends a value between "0" and "255" over the bus on a long push button press
Enables second value on long press	Yes	To enable a second value to send on long press
	No	
	[No]	
Long press function	0÷255	Sends a value between "0" and "255" over the bus on a long push button press

Basic Function of Left keys	Pushbutton ▼
Function Upper Key	Switching multiple objects ▼
Operation type	Value ▼
Short press function	0
Long press second Value	○ No ◉ Yes
Long press Function	215
Function Lower Key	Disabled ▼

"Value" parameter

Communication objects and ETS parameters

"Switching several objects/Sequence" parameters

ETS text	Values available [Default value]	Comment
Data format	0 = 1 bit	Type of data to send
	1 = 1 byte	
	[0]	
If data format = 1 bit		
Type of sequence	0 = Cyclical	By choosing cyclical sequence, for each press the data on the objects Value 1, Value 2, Value 3, Value 4, Value 1, Value 2, Value 3, Value 4... are sent By choosing increasing/decreasing sequence, the data on the objects Value 1, Value 2, Value 3, Value 4, Value 3, Value 2, Value 1, Value 2, Value 3, Value 4… are sent
	1 = Increasing/Deceasing	
	[0]	
Number of objects	0÷4	Number of objects concerned in the sequence for short press
	[2]	
Value 1..n	0 = ON	ON or OFF values to send for short press
	1 = OFF	
	[1]	
Long press function	Disable	Enabling of the sequence function for long press
	Enable	
	[Disable]	
Number of objects	0÷4	Number of objects concerned in the sequence for long press
	[2]	
Value 1..n	0 = ON	ON or OFF values to send for long press
	1 = OFF	
	[1]	
If data format = 1 byte		
Type of sequence	0 = Cyclical	By choosing cyclical sequence, for each press of the dedicated object, the data on the objects Value 1, Value 2, Value 3, Value 4, Value 1, Value 2, Value 3, Value 4... are sent By choosing increasing/decreasing sequence, the data Value 1, Value 2, Value 3, Value 4, Value 3, Value 2, Value 1, Value 2, Value 3, Value 4… are sent
	1 = Increasing/Deceasing	
	[0]	
Number of values	0÷4	Number of different values to send in the sequence for short press
	[2]	
Value 1..n	0÷255	Values to send for short press
	[0]	
Long press function	Disable	Enabling of the sequence function for long press
	Enable	
	[Disable]	
Number of values	0÷4	Number of different values to send in the sequence for long press
	[2]	
Value 1..n	0÷255	Values to send for long press
	[0]	

Function Upper Key	Switching multiple objects ▼
Operation 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	○ Disable ◉ Enable
Number of Objects	4 ▼
Value 1	○ On ◉ Off
Value 2	○ On ◉ Off
Value 3	○ On ◉ Off
Value 4	○ On ◉ Off

"Switching module with several objects/Sequence" parameters

Communication objects and ETS parameters

**"Switching several objects/Multiple presses"
parameters**

ETS text	Values available [Default value]	Comment
Message transmission	0 = Each single press	To establish whether to send the messages at all presses in the series or only at the end of the series.
	1 = Only at the end of pressing	
	[0]	
Maximum time between presses	100÷32000 ms	This time determines the end of the series of presses
	[500]	
Data format	0 = 1 bit	Type of data to send
	1 = 1 byte	
	2 = 2 byte	
	[0]	
Value to send (if data format = 1bit)	0 = OFF	1 bit values to send for short press
	1 = ON	
	2 = Toggle	
	[0]	
Value 1..n (if data format = 1byte)	0÷255	1 byte values to send for short press
	[0]	
Value 1..n (if data format = 2byte)	0÷ 65535	2 byte values to send for short press
	[0]	
Detection of second press	Disable	Enabling management of second press
	Enable	
	[Disable]	
Data format	0 = 1 bit	Type of data to send
	1 = 1 byte	
	2 = 2 byte	
	[0]	
Value to send (if data format = 1bit)	0 = OFF	1 bit values to send for short press
	1 = ON	
	2 = Toggle	
	[0]	
Value 1..n (if data format = 1byte)	0÷255	1 byte values to send for short press
	[0]	
Value 1..n (if data format = 2byte)	0÷ 65535	2 byte values to send for short press
	[0]	
Detection of third press	Disable	Enabling management of third press
	Enable	
	[Disable]	
Data format	0 = 1 bit	Type of data to send
	1 = 1 byte	
	2 = 2 byte	
	[0]	
Value to send (if data format = 1bit)	0 = OFF	1 bit values to send for short press
	1 = ON	
	2 = Toggle	
	[0]	
Value 1..n (if data format = 1byte)	0÷255	1 byte values to send for short press
	[0]	
Value 1..n (if data format = 2byte)	0÷ 65535	2 byte values to send for short press
	[0]	

Continued

Basic Function of Left keys	Pushbutton ▼
Function Upper Key	Switching multiple objects ▼
Operation type	Multiple pressures ▼
Message sending	⦿ Every single press
	○ Only at the end of the pressure
Max time between pressures	500 ▲▼ [ms]
Data format	2 Byte ▼
Value to send	1 ▲▼
Second press detection	○ Disable ⦿ Enable
Data format	1 bit ▼
Value to send	on ▼
Third press detection	⦿ Disable ○ Enable
Fourth press detection	⦿ Disable ○ Enable

"Switching several objects/Multiple presses" parameter

Continued

ETS text	Values available [Default value]	Comment
Detection of fourth press	Disable	Enabling management of fourth press
	Enable	
	[Disable]	
Data format	0 = 1 bit	Type of data to send
	1 = 1 byte	
	2 = 2 byte	
	[0]	
Value to send (if data format = 1bit)	0 = OFF	1 bit values to send for short press
	1 = ON	
	2 = Toggle	
	[0]	
Value 1..n (if data format = 1byte)	0÷255	1 byte values to send for short press
	[0]	
Value 1..n (if data format = 2byte)	0÷ 65535	2 byte values to send for short press
	[0]	

"Single push button dimming" parameter
Dimmer control with a single push button.

ETS text	Values available [Default value]	Comment
Dimming step	1.5…. 100% [100%]	Sets the control speed
Repeat control telegrams	0 = No / 1 = Yes [0]	Sets the control mode (continuous or step-step)
Repeat time	0.3….5 s [1.0 s]	Control message repeat time

"Single push button dimming" parameters

"Single push button roller shutter control" parameter
Roller shutter control with a single push button.

ETS text	Values available [Default value]	Comment
Roller shutter behaviour	Roller shutter up (long press), stop/step (short press)	Possibility of choosing the behaviour for short and long press
	Roller shutter down (long press), stop/step (short press)	
	Roller shutter toggle movement (long press), stop (short press)	
	Roller shutter up (short press), stop/step (long press)	
	Roller shutter down (short press), stop/step (long press)	
	Roller shutter toggle movement (short press), stop (long press)	
	[Roller shutter up (long press), stop/step (short press)]	
Stop Sending on release	0 = No / 1 = Yes [0]	Possibility of choosing whether to send the stop when the push button is released

"Single push button roller shutter control" parameters

Note.
By setting "Push button" and selecting the "*Single push button dimming*" function or the "*Toggle object*" function or the "*Single push button roller shutter control*" function, this object must be associated with the group with the light "ON/OFF control" datapoint (relay or dimmer) or the roller shutter "roller shutter up/down" datapoint to receive the ON/OFF state of the associated load. If this is not the case, it will be unable to manage light control or roller shutter operation.

Communication objects and ETS parameters

Let's look in detail at the **functions that can be associated** with the button set as **"Switching module"**.

"Switching module" configuration

For relay controls, dimmers, roller shutters with two push buttons acting as a switching module.

ETS text	Values available [Default value]	Comment
Function	0= ON/OFF	
	1 = dimmer control	
	2 = roller shutters	
	[0]	

"Switching module" parameters

"ON/OFF switching" parameter

To send ON/OFF messages with push button.

ETS text	Values available [Default value]	Comment
Direction	0 = ON/OFF switching	Possibility of choosing the direction of the switching module
	1 = OFF/ON switching	
	[0]	

"ON/OFF switching" parameters

"Dimmer control" parameter

ETS text	Values available [Default value]	Comment
Dimming step	0…. 100% [100%]	Sets the control speed
Direction	Brighter/Darker	Possibility of choosing the direction of the switching module
	Darker/Brighter	
	[Brighter/Darker]	

"Dimmer control" parameters

"Roller shutter control" parameter

ETS text	Values available [Default value]	Comment
Function	Roller shutter movement (long press), Stop/Step (short press)	Possibility of choosing the behaviour for short and long press
	Roller shutter movement (short press), Stop/Step (long press)	
	[Roller shutter movement (long press), Stop/Step (short press)]	
Functions for switching module pressing	Roller shutter movement (long press), Stop/Step (short press)	Possibility of choosing the behaviour for short and long press
	Roller shutter movement (short press), Stop/Step (long press)	
	[Roller shutter movement (long press), Stop/Step (short press)]	
Stop Sending on release	0 = No	Possibility of choosing whether to send the stop when the push button is released
	1 = Yes	
	[0]	
Direction	Upper button pressed for roller shutter up, lower button pressed for roller shutter down	Possibility of choosing the direction of the switching module
	Upper button pressed for roller shutter down, lower button pressed for roller shutter up	
	[Upper button pressed for roller shutter up, lower button pressed for roller shutter down]	

Basic Function of Left keys	Switch ▼
Function	Shutters ▼
Functionality for rocker press	◉ Shutter Movement (long), Stop/Step(short) ○ Shutter Movement (short), Stop/Step(long)
Send stop on Release	○ No ◉ Yes
Direction	◉ Shutter_UP pressing up, Shutter_DOWN pressi... ○ Shutter_DOWN pressing up, Shutter_UP pressi...

"Roller shutter control" parameters

LED

LED parameters

ETS text	Values available [Default value]	Comment
Select upper/lower LH, RH or central colour	Default colours	Possibility of choosing between standard colours or the user's RGB setting
	Custom colours	
	[Default colours]	

Select colour of Left upper LED	◉ predefined colours ○ custom colours
Colour of Left upper LED	Amber (R 255, G 105, B 0) ▼

LED parameters

"Custom colours" parameter
Used to set a different colour from those in the default list.

ETS text	Values available [Default value]	Comment
Red, green, blue (*for each LED*)	0....255	Possibility of choosing a user RGB setting for the LED colour
	[128]	

Colour red Left upper LED	128
Colour green Left upper LED	128
Colour blue Left upper LED	128

"Custom colours" parameter

"LED brightness" parameter
Used to set the state of each LED according to the related object value.

ETS text	Values available [Default value]	Comment
Reaction on ON	Maximum brightness	Possibility of choosing the LED behaviour when the related object is ON
	Medium brightness	
	Minimum brightness	
	OFF	
	Rapid flashing	
	Slow flashing	
	[Maximum brightness]	
Reaction on OFF	Maximum brightness	Possibility of choosing the LED behaviour when the related object OFF
	Medium brightness	
	Minimum brightness	
	OFF	
	Rapid flashing	
	Slow flashing	
	[Maximum brightness]	

Reaction on Left upper LED   Maximum brightness ▼

Reaction off Left upper LED   Off ▼

"LED brightness" parameters

ACTUATOR FUNCTIONAL UNIT

List of existing communication objects and standard settings

Number	Name in ETS	Function in ETS	Description	Length	Flag				
					C	R	W	T	U
0	OUT	ON/OFF	(If the output is enabled as "Switching module") to switch the output ON/OFF	1 bit	X		X		
1	OUT	Stair light	(If the output is configured as "Stair light") to control the output with timer	1 bit	X		X		
2	OUT	Block	(If the Out 1 "Block" parameter is activated with "Block" function) to inhibit the Output control from the bus	1 bit	X		X		
3	OUT	Force	(If the Out 1 "Block" parameter is activated with "Forcing" function) to force output to ON/OFF from the bus	2 bit	X		X		
4	OUT	Scenario	(If the output "Scenario" parameter is on), to activate and, if required, store (if the parameter is active) a scenario associated with the output	1 byte	X		X		
5	OUT	State	(If the output is enabled as "Switching module" or "Stair light") to know the state of the output	1 bit	X	X		X	
6	OUT	Logic 1	(If "1/2-object logic" is activated on the output) if a bit = 1 is sent to this object the output will be activated when the "ON/OFF" object and the "Logic 2" object, if present, are also activated (depending on the And/Or conditions that are managed on these objects)	1 bit	X		X		
7	OUT	Logic 2	(If "1/2-object logic" is activated on the output) if a bit = 1 is sent to this object the output will be activated when the "ON/OFF" object and the "Logic 1" object are also activated (depending on the And/Or conditions that are managed on these objects)	1 bit	X		X		

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

Standard communication object settings
Communication objects: default settings

Number	Name in ETS	Function in ETS	Length	Priority	Flag				
					C	R	W	T	U
0	Output A	ON/OFF	1 Bit	Low	X		X		
1	Output A	Stair light (one-position stable Out)	1 Bit	Low	X		X		
2	Output A	Block	1 Bit	Low	X		X		
3	Output A	Forced	2 Bit	Low	X		X		
4	Output A	Scenario	1 byte	Low	X		X		
5	Output A	State	1 Bit	Low	X	X		X	
6	Output A	Logic 1	1 Bit	Low	X		X		
7	Output A	Logic 2	1 Bit	Low	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
8	254	255

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Reference ETS parameters

Output configuration

Parameter configuration

ETS text	Values available [Default value]	Comment
Output	0: not active	Stair light = one-position stable output
	1: Switching module	
	2: Stair light	
	[0]	

Output configuration

Output: switching module

Parameter configuration
Output configured as switching module.

ETS text	Values available [Default value]	Comment
Type	0=normally open	
	1=normally closed	
	[0]	
Activation delay	0…30000 s	Activation delay in seconds
	[0]	
Deactivation delay	0…30000 s	Deactivation delay in seconds
	[0]	
Block/Forced	0 = No action	To block or force the output from the Bus. If the bus is switched off the block/force state is lost and then when the bus is switched back on the actuator follows the "Behaviour at Bus power up" parameter.
	1 = Block	
	2 = Forced	
	[0]	
State at block state start	0=Off	If block on
	1=On	
	2=no change	
	[2]	
State at block state end	0=Off	If block on
	1=On	
	2=no change	
	[2]	
Behaviour at Bus power-on	0=Off	After downloading the application via ETS, the actuator follows this parameter request and switches to OFF, ON or maintains the state saved when the Bus was last switched off.
	1=On	
	2=no change	
	[2]	
Behaviour at Bus power off	0=Off	
	1=On	
	2=no change	
	[2]	
Logic function	0=off	To enable logics (And/Or) with one or two objects
	1 = with one object	
	2 = with two objects	
	[0]	
Logic operation	0=OR	If the "Logic function" is active
	1=AND	
	[0]	
Scenario	0=off	Scenario activation If active,an additional page is displayed (see Output, secondary element scenario)
	I=active	
	[0]	

Switching module parameters

Note.

Two-object switching (Logic 1 and Logic 2): a group is created for each "Logic X" object and a group for the "Output Control" object. The And/Or mode will be applied between the control group and the two logics (for example with "And" mode, to activate the output, both Logic 1 and Logic 2 and the Output control must be at 1).

Communication objects and ETS parameters

Output, secondary element scenario

For each output, 8 scenario storage possibilities are available.
Each record must be assigned to the value.

Scenario parameters (8 scenarios)

ETS text	Values available [Default value]	Comment
Enable scenario saving	0 = blocked	The "Enable scenario learn" function is used to save the state linked to a scenario via a Bus message (scenario learn)
	1=free	
	[0]	
Scenario A	0=Off	
	1=On	
	2=No reaction	
	[0]	
Scenario B	0=Off	
	1=On	
	2=No reaction	
	[0]	
Scenario C	0=Off	
	1=On	
	2=No reaction	
	[0]	
Scenario D	0=Off	
	1=On	
	2=No reaction	
	[0]	
Scenario E	0=Off	
	1=On	
	2=No reaction	
	[0]	
Scenario F	0=Off	
	1=On	
	2=No reaction	
	[0]	
Scenario G	0=Off	
	1=On	
	2=No reaction	
	[0]	
Scenario H	0=Off	
	1=On	
	2=No reaction	
	[0]	

Scene saving enable	○ blocked ○ free	
Scene A	Off	▼
Scene B	No reaction	▼
Scene C	On	▼
Scene D	Off	▼
Scene E	No reaction	▼
Scene F	On	▼
Scene G	No reaction	▼
Scene H	Off	▼

Scenario parameters

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Output, timed stair light

If the output is configured as a stair light, the following parameters are visible:

Stair light parameters (one-position stable output management)

ETS text	Values available [Default value]	Comment
Type	0=normally open 1=normally closed [0]	
Stair Light time [s]	0... 30000 [120]	Output activation time
Switch off warning	0=off 1=on [0]	Possibility of choosing a warning that the light will soon switch off
Warning time [s]	0... 30000 [1]	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 remains Off for a time equal to the "warning time" and then comes on again for a time equal to the "prewarning time"
Prewarning time [s]	0... 30000 [10]	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 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 "prewarning time"
Manual off	0=off 1=on [0]	Possibility of choosing whether an OFF request when activating the output is managed or not
Behaviour during block	0=Off 1=On 2=no change [2]	If block on. If the bus is switched off the block/force state is lost and then when the bus is switched back on the actuator follows the "Behaviour at Bus power up" parameter.
Behaviour if not blocked	0=Off 1=On 2=no change [2]	If block on. **Caution:** if at the end of the block the output needs to be actuated to return it to rest mode, an ON must be sent to the "Stair light" object, waiting for the "Stair light time" or an OFF must be sent to the "Stair light" object (OFF only works if the "Manual off" parameter is active).
Behaviour at Bus power-on	0=Off 1=On 2=no change [2]	**Note 1**: in cases 0 and 1, if the output is active, as per the block state described in the previous parameter to disable the output send an OFF or an ON and wait for the "Stair light time". **Note 2**: After downloading the application via ETS, the actuator follows this parameter request and switches to OFF, ON or maintains the state saved when the Bus was last switched off.
Behaviour at Bus power off	0=Off 1=On 2=no change [2]	

Type	○ normally open ○ normally closed
Time staircase [s]	120
Switch off warning	○ not active ● active
Prewarning Duration [s]	10
Warning Duration [s]	1
Manual Switch Off	● not active ○ active
Behaviour when blocked	no change
Behaviour when unblocked	no change
Behaviour at bus power down	no change
Behaviour at bus power up	no change

Stair light parameters

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ROLLER SHUTTER ACTUATOR FUNCTIONAL UNIT

List of existing communication objects and standard settings

Number	Name in ETS	Function in ETS	Description	Length	Flag 1 C	R	W	T	U
0	Automatic	Automatic Position 1	(if the "Automatic Function" parameter is activated) - for automatic control of this output object which can call up specific positions similar to scenarios	1 bit	X		X		
1	Automatic	Automatic Position 2		1 bit	X		X		
2	Automatic	Automatic Position 3		1 bit	X		X		
3	Automatic	Automatic Position 4		1 bit	X		X		
4	OUT	Roller shutter Up/Down	(if the output is enabled as "Venetian blind" or as "Roller shutter") to operate the Venetian blind/roller shutter	1 bit	X		X		
5	OUT	Venetian blind Up/Down/Stop	(if the output is enabled as "Venetian Blinds") to rotate/stop the slats	1 bit	X		X		
6	OUT	Stop	(if the output is enabled as "Roller Shutter") to operate the roller shutter	1 bit	X		X		
7	OUT	Scenario	(if the output is enabled as "Venetian blind" or as "Roller shutter" and the "Scenario" parameter) to call up scenarios from the bus	1 byte	X		X		
8	OUT	Act. direction	(if the output is enabled as "Venetian blind" or as "Roller shutter" and the "Select objects for absolute position" parameter) - Read-only datapoint, indicates the direction in which the shutter is moving (0 = up, 1 = down)	1 bit	X	X		X	
9	OUT	Move	(if the output is enabled as "Venetian blind" or "Roller shutter") - Object indicating if the roller shutter is moving	1 bit	X	X		X	
10	OUT	Absolute Position	(if the output is enabled as "Venetian blind" or as "Roller shutter" and the "Select objects for absolute position" parameter) to set the position of the shutters (0% = fully up, 100% = fully down) from a supervisor)	1 byte	X		X		
11	OUT	Abs. Pos. of Venetian blind	(if the output is enabled as "Venetian blind" and the "Select objects for absolute position" parameter) to set the position of the slats (0% = fully up, 100% = fully down) from a supervisor)	1 byte	X		X		
12	OUT	Current Position	(if the output is enabled as "Venetian blind" or as "Roller shutter" and the "Select objects for absolute position" parameter) to know the current position of the roller shutter. The current position of the roller shutter is spontaneously sent at the end of the movement.	1 byte	X	X		X	
13	OUT	Current position of the Venetian blind	(if the output is enabled as "Venetian blind" and the "Select objects for absolute position" parameter) to know the current position of the slats. The current position of the slats is spontaneously sent at the end of the movement.	1 byte	X	X		X	
14	OUT	Current position Valid	(if the output is enabled as "Venetian blind" or as "Roller shutter" and the "Select objects for absolute position" parameter) to know whether the height of the roller shutter or Venetian blind is within the valid range	1 bit	X	X		X	
15	OUT	Door to reference	(if the output is enabled as "Venetian blind" or as "Roller shutter" and the "Select objects for absolute position" parameter) - Datapoint that serves to move the shutter Up/Down: sends to the bus a bit: 1 to raise or a bit=0 to lower)	1 bit	X		X		
16	OUT	Door at limit	(if the output is enabled as "Venetian blinds" and the "Driving Area - limit" parameter) - Datapoint used to move the roller shutter Up/Down: it sends to the bus a bit = 1 for up or a bit = 0 for down (Datapoint used to move the roller shutter up/down: sends to the Bus a Bit=1 for up or a Bit=0 for down)	1 bit	X		X		
17	OUT	Upper State - position	(if the output is enabled as "Venetian blind" or as "Roller shutter" and the "Select objects for absolute position" parameter) the device sends a bit at 1 when it has reached the upper limit stop	1 bit	X	X		X	
18	OUT	Lower State - position	(if the output is enabled as "Venetian blind" or as "Roller shutter" and the "Select objects for absolute position" parameter) the device sends a bit at 1 when it has reached the lower limit stop	1 bit	X	X		X	
19	OUT	Block automatic mode	(if the output is activated as "Venetian blind" or as "Roller shutter" and the "Automatic function" parameter is activated) - to enable/disable automatic operation (rain, wind, etc.)	1 bit	X		X		
21	OUT	Wind Warning	(if the output is activated as "Venetian blind" or as "Roller shutter" and the "Warning" and "Wind Warning" parameters are activated together) to move the roller shutter/Venetian blind to the position set for this kind of warning in the dedicated parameters	1 bit	X		X		
22	OUT	Rain Warning	(if the output is activated as "Venetian blind" or as "Roller shutter" and the "Warning" and "Rain Warning" parameters are activated together) to move the roller shutter/Venetian blind to the position set for this kind of warning in the dedicated parameters	1 bit	X		X		
23	OUT	Frost Warning	(if the output is activated as "Venetian blind" or as "Roller shutter" and the "Warning" and "Frost Warning" parameters are activated together) to move the roller shutter/Venetian blind to the position set for this kind of warning in the dedicated parameters	1 bit	X		X		
24	OUT	Block	(if the output is activated as "Venetian blind" or as "Roller shutter" and the "Warning" and "Block" parameters are activated together) to block with a "1" bit the roller shutter at the limit stop (upper or lower according to the parameters)	1 bit	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
24	254	255

Standard communication object settings

Number	Name in ETS	Function in ETS	Length	Priority	Flag 1				
					C	R	W	T	U
0	Automatic	Automatic Position 1	1 Bit	Low	C	O	W	O	O
1	Automatic	Automatic Position 2	1 Bit	Low	C	O	W	O	O
2	Automatic	Automatic Position 3	1 Bit	Low	C	O	W	O	O
3	Automatic	Automatic Position 4	1 Bit	Low	C	O	W	O	O
4	OUT	Roller shutter Up/Down	1 Bit	Low	C	O	W	O	O
5	OUT	Venetian blind Up/Down/Stop	1 Bit	Low	C	O	W	O	O
6	OUT	Stop	1 Bit	Low	C	O	W	O	O
7	OUT	Scenario	8 Bit	Low	C	O	W	O	O
8	OUT	Current direction	1 Bit	Low	C	R	O	T	O
9	OUT	Move	1 Bit	Low	C	R	W	T	O
10	OUT	Position (absolute)	8 Bit	Low	C	O	W	O	O
11	OUT	Absolute position of Venetian blinds	8 Bit	Low	C	O	W	O	O
12	OUT	Position (actual)	8 Bit	Low	C	R	O	T	O
13	OUT	Actual position of Venetian blinds	8 Bit	Low	C	R	O	T	O
14	OUT	Actual position valid	1 Bit	Low	C	R	O	T	O
15	OUT	Move to reference	1 Bit	Low	C	O	W	O	O
16	OUT	Move to limit	1 Bit	Low	C	O	W	O	O
17	OUT	Upper position state	1 Bit	Low	C	R	O	T	O
18	OUT	Lower position state	1 Bit	Low	C	R	O	T	O
19	OUT	Block automatic mode	1 Bit	Low	C	O	W	O	O
21	OUT	Alarm (Wind)	1 Bit	Low	C	O	W	O	O
22	OUT	Alarm (Rain)	1 Bit	Low	C	O	W	O	O
23	OUT	Alarm (Frost)	1 Bit	Low	C	O	W	O	O
24	OUT	Block	1 Bit	Low	C	O	W	O	O

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

Reference ETS parameters

Configuration
The following parameters are exclusive.

General parameters

ETS text	Values available [Default value]	Comment
Output type	255=off	Choose whether the output controls slat type Venetian blinds or simple roller shutters
	0=Venetian blind	
	1=Roller shutter	
	[255]	

Mode ⊙ Blinds ◯ Shutter

General settings

Automatic parameter activation
These settings activate objects. There are 4 objects that call up positions (similar to scenarios).

Parameters in automatic operation

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

Automatic function ◯ not active ⊙ active

Automatic function parameters

Parameters

The Venetian blind parameters are not visible for the roller shutters.

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

ETS text	Values available [Default value]	Comment
Execution time (sec)	1-10000 [45]	Movement time if not stopped
Step time for slats (ms)	50-1000 [200]	Single step duration of the slat
Slat control time (ms)	10-10000 [1200]	Full slat rotation time
Pause at change of direction (ms)	1-1000 [500]	Sets the change of direction time
Motor start delay (ms)	0-255 [0]	Sets the delay time between the command and the start of movement (useful for motor starting)
Motor power-off delay (ms)	0-255 [0]	Sets the time between the control and the end of movement
Position of Venetian blinds at the end of movement	0%-100% [50]	Sets the slat position at the end from the reference travel 0-100% having set the limit stop (100% closed)
Object selection for absolute position	0=off 1=on [0]	For feedback on the position on a supervisor, if on, 0%=all up and 100%=all down
Reaction after moving to reference	0=no reaction 1 = Move to previous position [0]	Valid only if the "Select objects for absolute position" parameter is active
Driving area: Limitation	0=off 1=on [0]	Only if limitation active: sets upper/lower limits of the Venetian blind travel. Useful for example if when going up/down a blind can overshoot the window opening. The new limits set represent 0% and 100% if the position is recalled through an object with absolute value. With up/down requests, the blind travel may exceed the limits. For supervisors exploiting the absolute position, the new values determined by the limits must be considered.
Lower limit	0%-100% [0%]	Only if limitation on (driving area) (100% = closed)
Upper limit	0%-100% [100%]	Only if limitation on (driving area) (100% = closed)
Scenario	0=off 1=on [0]	Enables the Venetian blind to be included in scenarios
Automatic Function	0=off 1=on [0]	Defines the possibility of having the Venetian blind with 4 objects devoted to their automatic control from the Bus
Warning Function	0=off 1=on [0]	Used to view the section with "Warning" parameters, to enable the ETS objects to be switched on/off (e.g. a weather station) and obtain the automatic movement of the Venetian blind in the event of rain, wind, frost, block

Venetian blinds parameters

Communication objects and ETS parameters

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

ETS text	Values available [Default value]	Comment
Execution time (sec)	1-10000 [45]	Movement time if not stopped
Pause at change of direction (ms)	0÷100 [500]	Sets the change of direction time
Motor start delay	0÷255 [0]	Sets the delay time between the command and the start of movement (useful for motor starting)
Motor power-off delay	0÷255 [0]	Sets the time delay between the control and the end of movement
Object selection for absolute position	0 = Off 1 = On [0]	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
Reaction after moving to reference	0 = No reaction 1 = Door to previous position [0]	Valid only if the "Select objects for absolute position" parameter is active
Driving area: limitation	0 = Off 1 = On [0]	Only if limitation active: sets upper/lower limits of the Venetian blind travel. Useful for example if when going up/down a blind can overshoot the window opening. The new limits set represent 0% and 100% if the position is recalled through an object with absolute value. With up/down requests, the Venetian blind travel may exceed the limits. For supervisors exploiting the absolute position, the new values determined by the limits must be considered.
Lower limit	0%... 100% [0%]	If "Driving area" on (100% = closed)
Upper limit	0%... 100% [100%]	If "Driving area" on (100% = closed)
Scenario	0 = Off 1 = On [0]	Enables the roller shutter to be included in scenarios
Automatic function	0 = Off 1 = On [0]	Defines the possibility of having the desired position of the roller shutter with 4 objects devoted to their automatic control from the Bus
Warning Function	0 = Off 1 = On [0]	Used to view the section with "Warning" parameters, to enable the ETS objects to be switched on/off, such as a weather station, and obtain the automatic movement of the roller shutter in the event of rain, wind, frost, block

Running time (sec)	45
Pause at change of direction (ms)	500
switch-on delay motor (ms)	0
switch-off delay motor (ms)	0
Select objects for absolute position	○ not active ● active
Reaction after driving to reference	○ no Reaction ● Drive to former position
Driving area: Limitation	○ not active ● active
Lower Limit	0%
Upper Limit	100%
Alerts	○ not active ● active
Scene	○ not active ● active
Automatic function	○ not active ● active

Roller shutter parameters

Communication objects and ETS parameters

Scenarios

8 scenario call-up or storage possibilities are available for the output. Each record must be assigned to the value of the scenario (position of the slats not visible for the roller shutter).

Scenario parameters: scenario management

ETS text	Values available [Default value]	Comment
Enable scenario saving	0=off 1=on [0]	The Enable scenario learn function is used to save the state linked to a scenario via a Bus message (scenario learn).
Scenario A Position	0%-100% [0]	100% = Closed
Scenario A Position of slats	0%-100% [0]	100% = Closed
Scenario Number A	1-64 [1]	Index of scenario
…		
Scenario Number H		

Scene A - Position	0%
Scene A -position of blinds	0%
Scene Number A	1
Scene B - Position	0%
Scene B -position of blinds	0%
Scene Number B	2
Scene C - Position	0%
Scene C -position of blinds	0%
Scene Number C	3
Scene D - Position	0%
Scene D -position of blinds	0%
Scene Number D	4
Scene E - Position	0%
Scene E -position of blinds	0%
Scene Number E	5
Scene F - Position	0%
Scene F -position of blinds	0%
Scene Number F	6
Scene G - Position	0%
Scene G -position of blinds	0%
Scene Number G	7
Scene H - Position	0%
Scene H -position of blinds	0%
Scene Number H	8

Scenario parameters

VIMAR

Output Warnings

Warnings Parameters:
if the "Warning function" parameter is enabled on the output, to define the operations to be performed automatically in the event the objects "Rain, Wind, Frost, Block" are activated by the Bus (by interaction with weather stations)

ETS text	Values available [Default value]	Comment
Warning order	0 = Wind, Rain, Frost, Block	To give a priority to the warnings
	1 = Wind, Rain, Block, Frost	
	2 = Wind, Block, Rain, Frost	
	3 = Block, Wind, Rain, Frost	
	[0]	
Action after warnings/block reset	0 = No action	What the output does (Venetian blinds/roller shutter) when the warning or block ends
	4 = Move to previous position	
	1 = Move up	
	2 = Move down	
	[0]	
"Wind" warning	0 = Off	
	1 = On	
	[0]	
Cycle time (min, 0 = Off)	0-120	Time by which a message must be received on the object. The receipt of ON on the object or the failure to receive the message is considered an alarm.
	[30]	
Action	0 = No action	Defines what happens in the event of a "Wind" alarm
	1 = Move up	
	2 = Move down	
	[0]	
"Rain" warning	0 = Off	
	1 = On	
	[0]	
Cycle time (min, 0 = Off)	0-120	Time by which a message must be received on the object. The receipt of ON on the object or the failure to receive the message is considered an alarm.
	[30]	
Action	0 = No action	Defines what happens in the event of a "Rain" alarm
	1 = Move up	
	2 = Move down	
	[0]	
"Frost" warning	0 = Off	
	1 = On	
	[0]	
Cycle time (min, 0 = Off)	0-120	Time by which a message must be received on the object. The receipt of ON on the object or the failure to receive the message is considered an alarm.
	[30]	
Action	0 = No action	Defines what happens in the event of a "Frost" alarm
	1 = Move up	
	2 = Move down	
	[0]	
Block	0 = Off	
	1 = On	
	[0]	
Action	0 = No action	
	1 = Move up	
	2 = Move down	
	[0]	

Alerts

Order of Alerts	Wind, Rain, Block, Frost ▾
Action at reset of alerts/blocking	Drive to former position ▾
Wind alert	○ not active ◉ active
Cycle Time (min, 0 = aus)	0
Action	no Action ▾
Rain alert	○ not active ◉ active
Cycle Time (min, 0 = aus)	30
Action	no Action ▾
Frost alert	○ not active ◉ active
Cycle Time (min, 0 = aus)	30
Action	no Action ▾
Block	○ not active ◉ active
Action	no Action ▾

Warnings Parameters

Automatic function

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

Automatic parameters

ETS text	Values available [Default value]	Comment
Automatic function 1 (-4) - Position of the roller shutters	0%-100% [0%]	For each of the 4 automatic operations, it is possible to define the roller shutter position (100% = Closed)
Automatic function 1 (-4) - Position of the slats	0%-100% [0%]	For each of the 4 automatic functions, it is possible to define the slat position (100% = Closed)

Automatic function 1 - Position   0% ▾
Automatic function 1 -position of blinds   0% ▾
Automatic function 2 - Position   0% ▾
Automatic function 2 -position of blinds   0% ▾
Automatic function 3 - Position   0% ▾
Automatic function 3 -position of blinds   0% ▾
Automatic function 4 - Position   0% ▾
Automatic function 4 -position of blinds   0% ▾

Automatic function parameters

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