

**30565.x-20475-19475-14475**

Fuoriporta RFID KNX Secure 2M

**30566.x-20476-19476-14476**

KNX Secure 2M RFID pocket



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**GENERAL CHARACTERISTICS AND FUNCTIONS** from page 5

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**COMMUNICATION OBJECTS AND ETS PARAMETERS** from page 7

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# Landing panel and Pocket

## Devices

RFID smart card landing reader for installation outside rooms, KNX Secure standard, 1 NO 4 A 12/24 V~ 50-60 Hz and 12-24 VDC (SELV) relay output, 1 input for NO contacts, supplementary 12-24 V~ 50-60 Hz and 12-24 VDC (SELV) power supply - 2 modules. Supplied with-out RFID smart card.

The device, with transponder cards, enables controlling entry to the rooms where it is installed externally. The transponder reader is provided with a relay to control the door lock, to control a courtesy light, or for other uses; the device is moreover provided with an input for connecting ON/OFF type electrical equipment (for example to control the switch for door opening and closing, a magnetic contact for signalling windows open or closed, ceiling pull alarm, etc.). There is an RGB LED on the front of the reader to signal the room statuses and card recognition.

The device is KNX Data Secure and is equipped with a dedicated QR code to be used with ETS (version 5.5 and later) during configuration.

The device is only compatible with the VIEW Suite software for card management and requires the use of an IP router (art. 01548) and KNX Secure line couplers.

### General characteristics

The configuration of the reader, physical address and parameters (NO or NC contact input, normal or timed relay output, etc.) is done with the ETS software.

The card is read by putting it in front of the reader that in sequence checks:

- "system code" (whether consistent);
- "date" field (if enabled, it checks whether the validity has expired);
- "password" (checks all the codes associated with it and enabled, such as guest code, service code, time slots).

The firmware is updated via the View Wireless App.

### Functions

The device controls room access and various additional functions. It also has 1 output and 1 input.

3 functions are available for the output:

- **Inactive**  
Channel without any function.
- **Switching module**  
The output is switched according to the other parameters.
- **Stair light**  
According to the other parameters, the output is switched for a certain period of time.

5 functions are available for the input:

- **Inactive**  
Channel without any function.
- **Switching one object**  
With the possibility of sending ON, OFF, timed ON and trigger controls
- **Switching multiple objects**  
With the possibility of sending controls on the front, via short/long press, forcing controls, sequential and multiple controls
- **Single push button dimmer control**  
With the possibility of sending controls for turning on and adjusting a dimmer.
- **Singe push button roller shutter control**  
With the possibility of sending controls for handling and stopping a roller shutter.

### Behaviour of output after bus power on/off

Bus off: depending on the parameter settings.

Bus on: depending on the parameter settings.

### Behaviour after downloading the database.

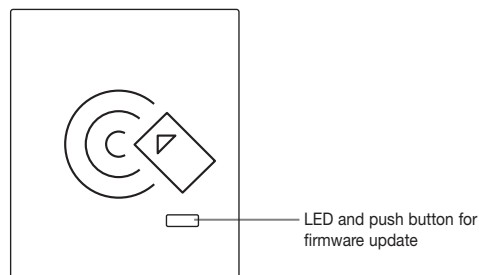
The output is turned off.

### Behaviour of output after power supply power on/off

Off: the output is turned off.

On: as for bus on.

### FRONT VIEW.



### LED indication for access and card management

- steady green: signalling "Entry allowed" (the LED remains on for approximately 3 s).
- flashing green: signalling if the time frame is not valid (the LED flashes for approximately 3 s).
- steady red: signalling "Entry denied" (the LED remains on for approximately 3 s).
- flashing red: signalling if the expiry date is not valid.
- alternating amber/red: signalling if the system coding is not valid.
- flashing amber: signalling if the day of the week is not valid.
- flashing red/green: synchronise the device's internal clock. This indication takes priority over all others.

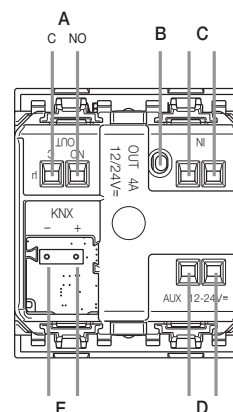
### LED indications for room status (in descending priority)

- steady red: "Do not disturb" or in KNX configuration.
- steady amber: signalling "Room service call".
- steady white: signalling "Room occupied".
- steady green: signalling "Make up room".

### Other signals

- flashing blue: awaiting firmware update. To enable this function, long press the front button until it starts flashing.
- steady blue: firmware update in progress.
- steady green: KNX firmware update in progress.

### VIEW FROM THE REAR.



|   |                           |
|---|---------------------------|
| A | Relay                     |
| B | Configuration push button |
| C | Input                     |
| D | 12-24 V power supply      |
| E | BUS line                  |

## Devices

**RFID smart card reader with vertical pocket for installation inside rooms, KNX Secure standard, 1 NO 4 A 12/24 V~ 50-60 Hz and 12-24 VDC (SELV) relay output, 1 input for NO contacts, supplementary 12-24 V~ 50-60 Hz and 12-24 VDC power supply (SELV) - 2 modules.**

The device enables checking for the presence in the room of the guest or the service staff by unambiguously identifying the transponder card inserted. The reader with pocket is provided with a relay to control the door lock, to control a courtesy light, or for other uses; the device is moreover provided with an input for connecting ON/OFF type electrical equipment (for example to control the switch for door opening and closing, a magnetic contact for signalling windows open or closed, ceiling pull alarm, etc.).

The device is **KNX Data Secure** and is equipped with a dedicated QR code to be used with ETS (version 5.5 and later) during configuration.

The device is **only compatible with the VIEW Suite software** for card management and requires the use of an IP router (art. 01548) and KNX Secure line couplers.

### General characteristics

The configuration of the reader, physical address and parameters (NO or NC contact input, normal or timed relay outputs, etc.) is done with the ETS software.

The card is read by putting it into the special pocket that is always illuminated when there is no card in it.

After inserting the card, the device checks the following in sequence:

- "system code" (whether consistent);
- "date" field (if enabled, it checks whether the validity has expired);
- "password" (checks all the codes associated with it and enabled, such as guest code, service code, time slots).

The firmware is updated via the View Wireless App.

### Functions

The device controls room access and various additional functions. It also has 1 output and 1 input.

3 functions are available for the output:

- **Inactive**  
Channel without any function.
- **Switching module**  
The output is switched according to the other parameters.
- **Stair light**  
According to the other parameters, the output is switched for a certain period of time.

5 functions are available for the input:

- **Inactive**  
Channel without any function.
- **Switching one object**  
With the possibility of sending ON, OFF, timed ON and trigger controls
- **Switching multiple objects**  
With the possibility of sending controls on the front, via short/long press, forcing controls, sequential and multiple controls
- **Single push button dimmer control**  
With the possibility of sending controls for turning on and adjusting a dimmer.
- **Single push button roller shutter control**  
With the possibility of sending controls for handling and stopping a roller shutter.

### Behaviour after bus power on/off

Bus off: depending on the parameter settings.

Bus on: depending on the parameter settings.

### Behaviour after downloading the database.

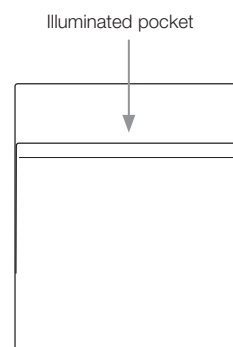
The output is turned off.

### Behaviour after power supply on/off

Power off: the relay goes back to Off.

On: as for bus on.

### FRONT VIEW.

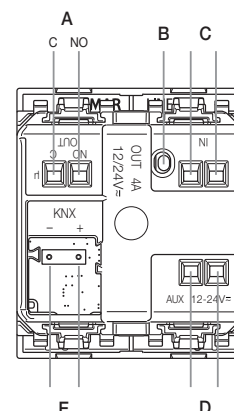


### POCKET LIGHTING

- **ON:** The card is not inserted. The colour of the LED can be set on ETS.
- **OFF:** The card is inserted and recognised (normal operation).
- **Flashing red:** The card is not recognised and therefore the functions are not activated. If the device is not configured, the pocket always flashes red.
- **Flashing red/green:** Synchronise the device's internal clock.
- **Configuration push button:** Button for switching between normal mode or programming mode or physical address detection.
- **On steady red:** Device in configuration (switches off automatically at the end of the device configuration)
- **Flashing blue:** Awaiting firmware update. To enable this function, long press the front button until it starts flashing.
- **Steady blue:** Firmware update in progress.
- **Steady green:** KNX firmware update in progress.

N.B. Remove the front of the pocket to access the firmware update push button

### VIEW FROM THE REAR.



|   |                           |
|---|---------------------------|
| A | Relay                     |
| B | Configuration push button |
| C | Input                     |
| D | 12-24 V power supply~     |
| E | BUS line                  |

# Landing panel and Pocket

## Devices

### List of communication objects

#### General communication objects

|                                                                                    |    |                            |                               |          |   |   |   |   |   |                  |     |
|------------------------------------------------------------------------------------|----|----------------------------|-------------------------------|----------|---|---|---|---|---|------------------|-----|
|    | 1  | Transit                    | Transit                       | 4 bytes  | C | R | - | T | - | entrance acc...  | Low |
|    | 2  | AccessType1                | Access guest                  | 1 bit    | C | R | - | T | - | switch           | Low |
|    | 3  | AccessType2                | Access service staff          | 1 bit    | C | R | - | T | - | switch           | Low |
|    | 4  | AccessType3                | Access maintenance            | 1 bit    | C | R | - | T | - | switch           | Low |
|    | 5  | AccessType4                | Access installer              | 1 bit    | C | R | - | T | - | switch           | Low |
|    | 6  | AccessType5                | Access security staff         | 1 bit    | C | R | - | T | - | switch           | Low |
|    | 7  | AccessType6                | Access assistance             | 1 bit    | C | R | - | T | - | switch           | Low |
|    | 8  | AccessType7                | Access administration         | 1 bit    | C | R | - | T | - | switch           | Low |
|    | 9  | Scene control              | Scene control                 | 1 byte   | C | - | - | T | - | scene control    | Low |
|    | 10 | Energy                     | Energy enable                 | 1 bit    | C | R | - | T | - | switch           | Low |
|    | 11 | Light                      | Light enable                  | 1 bit    | C | R | - | T | - | switch           | Low |
|    | 12 | Valid access               | Valid access                  | 1 bit    | C | R | - | T | - | switch           | Low |
|    | 13 | Courtesy Light             | Courtesy Light                | 1 bit    | C | R | - | T | - | switch           | Low |
|    | 14 | Alarm 1                    | Alarm 1                       | 1 bit    | C | R | - | T | - | alarm            | Low |
|    | 15 | Alarm 2                    | Alarm 2                       | 1 bit    | C | R | - | T | - | alarm            | Low |
|    | 17 | Clock                      | Clock                         | 8 bytes  | C | - | W | - | U | date time        | Low |
|    | 18 | Time                       | Time                          | 3 bytes  | C | - | W | - | U | time of day      | Low |
|    | 19 | Date                       | Date                          | 3 bytes  | C | - | W | - | U | date             | Low |
|    | 20 | Server confirm             | Server confirm                | 4 bytes  | C | - | W | - | U | entrance acc...  | Low |
|    | 21 | Plant ID                   | Plant number                  | 4 bytes  | C | - | W | - | U | counter pulse... | Low |
|   | 22 | Access data                | Access data                   | 10 bytes | C | - | W | - | U |                  | Low |
|  | 23 | DisableAccessType1         | Disable Access Guest          | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 24 | DisableAccessType2         | Disable Access Service Staff  | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 25 | DisableAccessType3         | Disable Access Maintenance    | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 26 | DisableAccessType4         | Disable Access Installer      | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 27 | DisableAccessType5         | Disable Access Security Staff | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 28 | DisableAccessType6         | Disable Access Assistance     | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 29 | DisableAccessType7         | Disable Access Administration | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 30 | Reset                      | Reset alarm                   | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 33 | Do Not Disturb             | Do Not Disturb                | 1 bit    | C | - | W | - | - | switch           | Low |
|  | 34 | Do Not Disturb State       | Do Not Disturb State          | 1 bit    | C | R | - | T | - | switch           | Low |
|  | 35 | Room/Laundry Service       | Room/Laundry Service          | 1 bit    | C | - | W | - | - | switch           | Low |
|  | 36 | Room/Laundry Service State | Room/Laundry Service State    | 1 bit    | C | R | - | T | - | switch           | Low |
|  | 37 | Make Up Room               | Make Up Room                  | 1 bit    | C | - | W | - | - | switch           | Low |
|  | 38 | Make Up Room State         | Make Up Room State            | 1 bit    | C | R | - | T | - | switch           | Low |
|  | 41 | Presence in the Room       | Presence in the Room          | 1 bit    | C | - | W | - | - | switch           | Low |
|  | 64 | Presence function          | Check-in                      | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 65 | Presence function          | Check-out                     | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 66 | Presence function          | Access guest                  | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 67 | Presence function          | Access staff                  | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 68 | Presence function          | Movement detector             | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 69 | Presence function          | Activity reporting            | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 70 | Presence function          | Resume scene                  | 1 byte   | C | - | - | T | - | scene control    | Low |
|  | 71 | Presence function          | Night welcome scene           | 1 byte   | C | - | - | T | - | scene number     | Low |
|  | 72 | Presence function          | Day welcome scene             | 1 byte   | C | - | - | T | - | scene number     | Low |
|  | 73 | Presence function          | Staff scene                   | 1 byte   | C | - | - | T | - | scene number     | Low |
|  | 74 | Presence function          | Off scene                     | 1 byte   | C | - | - | T | - | scene number     | Low |
|  | 75 | Presence function          | Absence scene                 | 1 byte   | C | - | - | T | - | scene number     | Low |
|  | 76 | Presence function          | Door input                    | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 77 | Presence function          | Presence in the Room          | 1 bit    | C | R | - | T | - | switch           | Low |
|  | 51 | Input                      | Send Value - short press      | 1 bit    | C | R | - | T | - | switch           | Low |
|  | 52 | Input                      | Send Value - long press       | 1 bit    | C | R | - | T | - | switch           | Low |
|  | 54 | Input                      | Status on/off - short press   | 1 bit    | C | - | W | - | U | switch           | Low |
|  | 55 | Input                      | Status on/off - long press    | 1 bit    | C | - | W | - | U | switch           | Low |

Communication objects for the input (for instance: Switching module with multiple objects -> short/long press with toggle function)

|                                                                                    |    |        |               |        |   |   |   |   |   |               |     |
|------------------------------------------------------------------------------------|----|--------|---------------|--------|---|---|---|---|---|---------------|-----|
|  | 42 | Output | Switch on/off | 1 bit  | C | - | W | - | U | switch        | Low |
|  | 46 | Output | Scene         | 1 byte | C | - | W | - | U | scene control | Low |
|  | 47 | Output | Status        | 1 bit  | C | R | - | T | - | switch        | Low |

Communication objects for the output (for instance: Switching module)

## Communication objects and ETS parameters

Channel communication objects (if a channel is not active, no communication objects are present)

| No. | ETS name       | Function              | Description                                                                                                                                                                                                                                                                                                                                                                                       | length | Flag 1 |   |   |   |   |  |
|-----|----------------|-----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|--------|---|---|---|---|--|
|     |                |                       |                                                                                                                                                                                                                                                                                                                                                                                                   |        | C      | R | W | T | U |  |
| 1   | Transit        | Transit               | a byte containing the access card data is sent every time a valid card is swiped: this object must be associated with a dedicated group for each device in every room, enabling VIEW Suite to compile the access log. This is the object through which the reader sends the 'OK/KO' transit status to VIEW Suite. This object always communicates in SECURE mode.                                 | 4 byte | X      | X |   | X |   |  |
| 2   | Type 1 Access  | Guest Access          | this bit is set to 1 when a valid card with a Guest (room customer) profile is recognised                                                                                                                                                                                                                                                                                                         | 1 bit  | X      | X |   | X |   |  |
| 3   | Type 2 Access  | Service Access        | this bit is set to 1 when a valid card with a Service (cleaning staff) profile is recognised                                                                                                                                                                                                                                                                                                      | 1 bit  | X      | X |   | X |   |  |
| 4   | Type 3 Access  | Maintenance Access    | this bit is set to 1 when a valid card with a Maintenance (facility maintenance engineer) profile is recognised                                                                                                                                                                                                                                                                                   | 1 bit  | X      | X |   | X |   |  |
| 5   | Type 4 Access  | Installer Access      | this bit is set to 1 when a valid card with an Installer (system installer) profile is recognised                                                                                                                                                                                                                                                                                                 | 1 bit  | X      | X |   | X |   |  |
| 6   | Type 5 Access  | Security Access       | this bit is set to 1 when a valid card with a Security (facility security staff) profile is recognised                                                                                                                                                                                                                                                                                            | 1 bit  | X      | X |   | X |   |  |
| 7   | Type 6 Access  | Assistance Access     | this bit is set to 1 when a valid card with a Assistance (facility assistance staff) profile is recognised                                                                                                                                                                                                                                                                                        | 1 bit  | X      | X |   | X |   |  |
| 8   | Type 7 Access  | Administration Access | this bit is set to 1 when a valid card with the Administration (facility director) profile is recognised                                                                                                                                                                                                                                                                                          | 1 bit  | X      | X |   | X |   |  |
| 9   | Scene control  | Scene control         | (if the "Scene number for access XY" parameters are activated for the various Guest, Service profiles, etc. and a scene number to be activated is associated for the desired profiles) if access with a valid card with a profile enabled for activation of a scene 1..64 is recognised, when the card is passed the value of the associated scene in the parameters will be sent to that profile | 1 byte | X      |   |   | X |   |  |
| 10  | Energy         | Energy enabling       | on recognising a valid card this object commands the room's ENERGY FM relay<br><b>N.B. This object is only available for the Pocket</b>                                                                                                                                                                                                                                                           | 1 bit  | X      | X |   | X |   |  |
| 11  | Light          | Light enabling        | on recognising a valid card this object commands the room's GENERAL LIGHT relay<br><b>N.B. This object is only available for the Pocket</b>                                                                                                                                                                                                                                                       | 1 bit  | X      | X |   | X |   |  |
| 12  | Valid access   | Valid access          | on recognising a valid card, this object goes to 1 to activate the electrical lock relay (remote control switch that can be automatically deactivated by this reader object after a time that can be set in the reader's parameters)<br><b>N.B. This object is only available for the Landing panel</b>                                                                                           | 1 bit  | X      | X |   | X |   |  |
| 13  | Courtesy Light | Courtesy Light        | on recognising a valid card, this object goes to 1 to activate the courtesy light relay (remote control switch that can be automatically deactivated by this reader object after a time that can be set in the reader's parameters)<br><b>N.B. This object is only available for the Landing panel</b>                                                                                            | 1 bit  | X      | X |   | X |   |  |
| 14  | Alarm 1        | Alarm 1               | device-internal alarm objects (following a blackout, the internal clock must be resynchronised by VIEW Suite)                                                                                                                                                                                                                                                                                     | 1 bit  | X      | X |   | X |   |  |
| 15  | Alarm 2        | Alarm 2               | device-internal alarm object (the 2,000-card list is full)                                                                                                                                                                                                                                                                                                                                        | 1 bit  | X      | X |   | X |   |  |
| 16  | Not used       |                       |                                                                                                                                                                                                                                                                                                                                                                                                   |        |        |   |   |   |   |  |
| 17  | Clock          | Clock                 | object necessary for VIEW Suite to synchronise the system devices                                                                                                                                                                                                                                                                                                                                 | 8 byte | X      |   | X |   | X |  |
| 18  | Time           | Time                  | object necessary for VIEW Suite to synchronise the system devices: a single group must be created containing all the "Time" objects of all readers in the system, which will be synchronised simultaneously by VIEW Suite by sending a single message to this group                                                                                                                               | 3 byte | X      |   | X |   | X |  |
| 19  | Date           | Date                  | object necessary for VIEW Suite to synchronise the system devices: a single group must be created containing all the "Date" objects of all readers in the system, which will be synchronised simultaneously by VIEW Suite by sending a single message to this group                                                                                                                               | 3 byte | X      |   | X |   | X |  |
| 20  | Server Confirm | Server Confirm        | object necessary for VIEW Suite to ensure that the device waits for a Confirmation response from the reception PC upon receiving the transmitted access data. This object always communicates in SECURE mode.                                                                                                                                                                                     | 4 byte | X      |   | X |   | X |  |

Continued

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

# Landing panel and Pocket

## Communication objects and ETS parameters

Continued

| No. | ETS name                            | Function                            | Description                                                                                                                                                                                                                                                                                                                       | length  | Flag 1 |   |   |   |   |
|-----|-------------------------------------|-------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------|--------|---|---|---|---|
|     |                                     |                                     |                                                                                                                                                                                                                                                                                                                                   |         | C      | R | W | T | U |
| 21  | System ID                           | System number                       | object dedicated to system diversification with VIEW Suite software: a single group must be created containing all the "System ID" objects of all readers in the system, which will be synchronised simultaneously by VIEW Suite by sending a single message to this group <b>This object always communicates in SECURE mode.</b> | 4 byte  | X      |   | X |   | X |
| 22  | Access data                         | Access data                         | object dedicated to system diversification with VIEW Suite software; this is the message that the software sends the readers to communicate the valid card data. <b>This object always communicates in SECURE mode.</b>                                                                                                           | 10 byte | X      |   | X |   | X |
| 23  | Disable Type 1 Access               | Disable Guest Access                | if this object is activated the device will deny access to the Guest card profile                                                                                                                                                                                                                                                 | 1 bit   | X      |   | X |   | X |
| 24  | Disable Type 2 Access               | Disable Service Access              | if this object is activated the device will deny access to the Service card profile                                                                                                                                                                                                                                               | 1 bit   | X      |   | X |   | X |
| 25  | Disable Type 3 Access               | Disable Maintenance Access          | if this object is activated the device will deny access to the Service Engineer card profile                                                                                                                                                                                                                                      | 1 bit   | X      |   | X |   | X |
| 26  | Disable Type 4 Access               | Disable Installer Access            | if this object is activated the device will deny access to the Installer card profile                                                                                                                                                                                                                                             | 1 bit   | X      |   | X |   | X |
| 27  | Disable Type 5 Access               | Disable Security Access             | if this object is activated the device will deny access to the Security card profile                                                                                                                                                                                                                                              | 1 bit   | X      |   | X |   | X |
| 28  | Disable Type 6 Access               | Disable Assistance Access           | if this object is activated the device will deny access to the Assistance card profile                                                                                                                                                                                                                                            | 1 bit   | X      |   | X |   | X |
| 29  | Disable Type 7 Access               | Disable Administration Access       | if this object is activated the device will deny access to the Administration card profile                                                                                                                                                                                                                                        | 1 bit   | X      |   | X |   | X |
| 30  | Reset                               | Alarm Reset                         | object used to reset internal alarms (object nos. 14,15)                                                                                                                                                                                                                                                                          | 1 bit   | X      |   | X |   | X |
| 31  | Card inserted                       | Simulate card insertion             | simulates the insertion of a generic valid card (to simulate from supervision the presence of staff in the room)<br><b>N.B. This object is only available for the Pocket</b>                                                                                                                                                      | 1 bit   | X      |   | X |   | X |
| 32  | Not used                            |                                     |                                                                                                                                                                                                                                                                                                                                   |         |        |   |   |   |   |
| 33  | Do not disturb                      | Do not disturb                      | to receive the DND control and display on the front LED with the defined colour (the device turns on the related LED)<br><b>N.B. This object is only available for the Landing panel</b>                                                                                                                                          | 1 bit   | X      |   | X |   |   |
| 34  | Do not disturb status               | Do not disturb status               | to notify whether DND is active on the device (the device writes on this object every time it receives variations from object 33)<br><b>N.B. This object is only available for the Landing panel</b>                                                                                                                              | 1 bit   | X      | X |   | X |   |
| 35  | Room service/Laundry service        | Room service/Laundry service        | to receive the service or laundry request and display on the front LED with the defined colour (the device turns on the related LED)<br><b>N.B. This object is only available for the Landing panel</b>                                                                                                                           | 1 bit   | X      |   | X |   |   |
| 36  | Room service/Laundry service status | Room service/Laundry service status | to notify whether the Room service/Laundry service is active on the device. Object available if the "Central symbol" parameter is set to "Room service"<br><b>N.B. This object is only available for the Landing panel</b>                                                                                                        | 1 bit   | X      | X |   | X |   |
| 37  | Make up room                        | Make up room                        | to receive the MUR request and display on the front LED with the defined colour (the device turns on the related LED)<br><b>N.B. This object is only available for the Landing panel</b>                                                                                                                                          | 1 bit   | X      |   | X |   |   |
| 38  | Make up room status                 | Make up room status                 | to notify whether Make up room is active on the device<br><b>N.B. This object is only available for the Landing panel</b>                                                                                                                                                                                                         | 1 bit   | X      | X |   | X |   |
| 39  | Not used                            |                                     |                                                                                                                                                                                                                                                                                                                                   |         |        |   |   |   |   |
| 40  | Not used                            |                                     |                                                                                                                                                                                                                                                                                                                                   |         |        |   |   |   |   |
| 41  | Presence in room                    | Presence in room                    | to receive the information that the guest is in the room and display on the front LED with the defined colour (the device turns on the related LED)<br><b>N.B. This object is only available for the Landing panel</b>                                                                                                            | 1 bit   | X      |   | X |   |   |
| 42  | Output                              | ON/OFF                              | to switch relay output On/Off (if set as "Switching module")                                                                                                                                                                                                                                                                      | 1 bit   | X      |   | X |   | X |
| 43  | Output                              | Stair light                         | to activate the relay output which will be automatically deactivated after the time set in the device parameters is up (if set as "Stair light")                                                                                                                                                                                  | 1 bit   | X      |   | X |   | X |
| 44  | Output                              | Block                               | to block control of relay output via the bus (if set as "Switching module" and the "Block" function is activated)                                                                                                                                                                                                                 | 1 bit   | X      |   | X |   | X |
| 45  | Output                              | Force                               | to force the relay output via bus (if set as "Switching module" and the "Forcing" function is activated)                                                                                                                                                                                                                          | 2 bit   | X      |   | X |   | X |
| 46  | Output                              | Scenario                            | to activate a relay output scenario (if set as "Switching module" and the Scenario function is activated); it is also possible to save the scenario if the related function is activated in the Bus parameters                                                                                                                    | 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 |  |
| 47  | Output   | Status                             | to determine the On/Off status of the relay output (if set as "Switching module" or as "Stair lights")                                                                                                                                                                                                                                               | 1 bit                     | X      | X |   | X |   |  |
| 48  | Output   | Logic 1                            | (if set as "Switching module" and the "1/2-object logic" function is activated): 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 |   | X |  |
| 49  | Output   | Logic 2                            | (if set as "Switching module" and the "2-object logic" is activated): if a bit = 1 is sent to this object the output will be activated when the "ON/OFF" object and the "Logic 1" object, if present, are also activated (depending on the AND/OR conditions that are managed on these objects)                                                      | 1 bit                     | X      |   | X |   | X |  |
| 50  | Not used |                                    |                                                                                                                                                                                                                                                                                                                                                      |                           |        |   |   |   |   |  |
| 51  | Input    | 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 |   |  |
| 51  | Input    | Value to send                      | (if set as "Push button" and the "Trigger Control" function is selected) - to send trigger type messages                                                                                                                                                                                                                                             | 1 bit                     | X      | X |   | X |   |  |
| 51  | Input    | Sends value - short press          | (if set as "Push button" and "Switching module with multiple objects/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 status" of the button in the same group as this object (object 56 and subsequent ones depending on the Input settings). | 1 bit                     | X      | X |   | X |   |  |
| 51  | Input    | Send forcing - short press         | (if set as "Push button" and "Switching module with multiple objects/Forcing" function) to send one of the forcing functions for selection as "forcing On/forcing OFF/Forced disable".                                                                                                                                                               | 2 bit                     | X      | X |   | X |   |  |
| 51  | Input    | Send value - up                    | (if set as "Push button" and "Switching module with multiple 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 |   |  |
| 51  | Input    | Scenario - short press             | (if set as "Push button" and "Switching module with multiple 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 |   |  |
| 51  | Input    | Send value - short press           | (if set as "Push button" and "Switching module with multiple objects/Value" function) to send a value that can be set between 0 and 255 on short press.                                                                                                                                                                                              | 1 byte                    | X      | X |   | X |   |  |
| 51  | Input    | ON/OFF control                     | (if set as "Push button" and "Single push button dimmer control" function) to control a dimmed light. If used in Toggle mode, also associate the object of "ON/OFF status" of the button in the same group as this object (object 56 and subsequent ones depending on the Input settings).                                                           | 1 bit                     | X      | X |   | X |   |  |
| 51  | Input    | Roller shutter Up/Down             | (if set as "Push button" and "Single push button roller shutter control" function) to operate a roller shutter with a single button. If used in Toggle mode, also associate the object of "ON/OFF status" of the button in the same group as this object (object 56 and subsequent ones depending on the Input settings).                            | 1 bit                     | X      | X |   | X |   |  |
| 51  | Input    | Short sequence - Value 1           | (if set as "Push button" and "Switching module with multiple objects/Sequence" function) - to send the first 1 bit or 1 byte sequence message on short press. See parameters on page 21                                                                                                                                                              | 1 bit<br>1 byte           | X      | X |   | X |   |  |
| 51  | Input    | Multiple press - Value 1           | (if set as "Push button" and "Switching module with multiple objects/Multiple presses" function) - to send a message at the first event of multiple presses. See parameters on page 22                                                                                                                                                               | 1 bit<br>1 byte<br>2 byte | X      | X |   | X |   |  |
| 52  | Input    | 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 status-long press" of the button in the same group as this object.                                                                                              | 1 bit                     | X      | X |   | X |   |  |
| 52  | Input    | Slats up down/ roller shutter stop | (if set as "Push button" and "Roller shutter single push button control" function) - to stop the roller shutter.                                                                                                                                                                                                                                     | 1 bit                     | X      | X |   | X |   |  |
| 52  | Input    | Send value - long press            | (if set as "Push button" and "Switching module with multiple objects/Value" function) - to send a value that can be set between 0 and 255 on long press.                                                                                                                                                                                             | 1 byte                    | X      | X |   | X |   |  |
| 52  | Input    | Dimmer control                     | (if set as "Push button" and "Single push button dimmer control" function) to control a dimmed light                                                                                                                                                                                                                                                 | 4 bit                     | X      | X |   | X |   |  |
| 52  | Input    | Send value - down                  | (if set as "Push button" and "Switching module with multiple 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 |   |  |

Continued

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

# Landing panel and Pocket

## Communication objects and ETS parameters

Continued

| No. | ETS name | Function                                                              | Description                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         | length                    | Flag 1 |   |   |   |   |
|-----|----------|-----------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------|--------|---|---|---|---|
|     |          |                                                                       |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |                           | C      | R | W | T | U |
| 52  | Input    | Send forcing - long press                                             | (if set as "Push button" and "Switching module with multiple objects/Forcing" function) to send one of the forcing functions for selection as "forcing On/forcing OFF/Forced disable"                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 2 bit                     | X      | X |   | X |   |
| 52  | Input    | Scenario - long press                                                 | (if set as "Push button" and "Switching module with multiple 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 |   |
| 52  | Input    | Short sequence - Value 2                                              | (if set as "Push button" and "Switching module with multiple objects/Sequence" function) - to send the second 1 bit sequence message on short press. See parameters on page 21                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 1 bit                     | X      | X |   | X |   |
| 52  | Input    | Multiple press - Value 2                                              | (if set as "Push button" and "Switching module with multiple objects/Multiple presses" function) - to send a message at the second event of multiple presses. See parameters on page 22                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 1 bit<br>1 byte<br>2 byte | X      | X |   | X |   |
| 53  | Input    | Short sequence - Value 3                                              | (if set as "Push button" and "Switching module with multiple objects/Sequence" function) - to send the third 1 bit sequence message on short press. See parameters on page 21                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 1 bit                     | X      | X |   | X |   |
| 53  | Input    | Multiple press - Value 3                                              | (if set as "Push button" and "Switching module with multiple objects/Multiple presses" function) - to send a message at the third event of multiple presses. See parameters on page 22                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 1 bit<br>1 byte<br>2 byte | X      | X |   | X |   |
| 54  | Input    | ON/OFF status<br>ON/OFF status - short press<br>Roller shutter status | (if set as "Push button" and "Single push button dimmer control/toggle on short press" function or "Switching module with multiple objects/Short-long press/toggle on short press" or "Roller shutter single push button control/Roller shutter toggle movement on short press" 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 status of the associated load. If this is not the case, it will be unable to manage light power ON/OFF or roller shutter operation (for object no. 51). | 1 bit                     | X      |   | X |   | X |
| 54  | Input    | Multiple press - Value 4                                              | (if set as "Push button" and "Switching module with multiple objects/Multiple presses" function) - to send a message at the fourth event of multiple presses. See parameters on page 22                                                                                                                                                                                                                                                                                                                                                                                                                                                             | 1 bit<br>1 byte<br>2 byte | X      | X |   | X |   |
| 54  | Input    | Short sequence - Value 4                                              | (if set as "Push button" and "Switching module with multiple objects/Sequence" function) - to send the fourth 1 bit sequence message on short press. See parameters on page 21                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | 1 bit                     | X      | X |   | X |   |
| 55  | Input    | ON/OFF status - long press                                            | (if set as "Push button" and "Switching module with multiple 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 status of the associated load. If this is not the case, it will be unable to manage light power ON/OFF (for object no. 52).                                                                                                                                                                                                                                                                                   | 1 bit                     | X      |   | X |   | X |
| 55  | Input    | Long sequence - Value 1                                               | (if set as "Push button" and "Switching module with multiple objects/Sequence" function) - to send the first 1 bit or 1 byte sequence message on long press. See parameters on page 21                                                                                                                                                                                                                                                                                                                                                                                                                                                              | 1 bit<br>1 byte           | X      | X |   | X |   |
| 55  | Input    | Multiple press - Value 5 long press                                   | (if set as "Push button" and "Switching module with multiple objects/Multiple presses" function selected) to send a message in the event of long press. See parameters on page 22                                                                                                                                                                                                                                                                                                                                                                                                                                                                   | 1 bit                     | X      | X |   | X |   |
| 55  | Input    | Multiple press - Value 5 long press                                   | (if set as "Push button" and "Switching module with multiple objects/Multiple presses" function selected) to call up/store a scenario in the event of long press. See parameters on page 22                                                                                                                                                                                                                                                                                                                                                                                                                                                         | 1 byte                    | X      | X |   | X |   |
| 56  | Input    | Long sequence - Value 2                                               | (if set as "Push button" and "Switching module with multiple objects/Sequence" function) - to send the second 1 bit sequence message on long press. See parameters on page 21                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 1 bit                     | X      | X |   | X |   |
| 56  | Input    | ON/OFF status - Multiple press 1                                      | (if set as "Push button" and "Switching module with multiple objects/Multiple presses" function selected) required for Toggle mode (to be associated with object 51). See parameters on page 22                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 1 bit                     | X      |   | X |   | X |
| 57  | Input    | Long sequence - Value 3                                               | (if set as "Push button" and "Switching module with multiple objects/Sequence" function) - to send the third 1 bit sequence message on long press. See parameters on page 21                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | 1 bit                     | X      | X |   | X |   |
| 57  | Input    | ON/OFF status - Multiple press 2                                      | (if set as "Push button" and "Switching module with multiple objects/Multiple presses" function selected) required for Toggle mode (to be associated with object 52). See parameters on page 22                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 1 bit                     | X      |   | X |   | X |
| 58  | Input    | Long sequence - Value 4                                               | (if set as "Push button" and "Switching module with multiple objects/Sequence" function) - to send the fourth 1 bit sequence message on long press. See parameters on page 21                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | 1 bit                     | X      | X |   | X |   |
| 58  | Input    | ON/OFF status - Multiple press 3                                      | (if set as "Push button" and "Switching module with multiple objects/Multiple presses" function selected) required for Toggle mode (to be associated with object 53).                                                                                                                                                                                                                                                                                                                                                                                                                                                                               | 1 bit                     | 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 |
| 59  | Input             | ON/OFF status - Multiple press 4            | (if set as "Push button" and "Switching module with multiple objects/Multiple presses" function selected) required for Toggle mode (to be associated with object 54).                                                           | 1 bit  | X      |   | X |   | X |
| 60  | Input             | ON/OFF status - Multiple press - long press | (if set as "Push button" and "Switching module with multiple objects/Multiple presses" function selected) required for Toggle mode in long press.                                                                               | 1 bit  | X      |   | X |   | X |
| 61  | Not used          |                                             |                                                                                                                                                                                                                                 |        |        |   |   |   |   |
| 62  | Input             | Object block                                | with any function/sub-function, if the "Block" parameter is on) - to block the button operation via a settable bit at 1 or at 0.                                                                                                | 1 bit  | X      |   | X |   | X |
| 63  | Not used          |                                             |                                                                                                                                                                                                                                 |        |        |   |   |   |   |
| 64  | Presence function | Check-in                                    | to receive information about completed check-in (useful to call up the welcome scenario). See parameters on page 24                                                                                                             | 1 bit  | X      |   | X |   | X |
| 65  | Presence function | Check-out                                   | to receive information about completed check-out (useful to call up the off scenario when the guest leaves the room for good). See parameters on page 24                                                                        | 1 bit  | X      |   | X |   | X |
| 66  | Presence function | Guest access                                | to receive information about a guest entry (useful to call up the restore scenario when the guest returns to their room). See parameters on page 24                                                                             | 1 bit  | X      |   | X |   | X |
| 67  | Presence function | Service access                              | to receive information about service staff entry (useful to call up the staff scenario when the service staff enters the room). If this information is not present the restore scenario is called up. See parameters on page 24 | 1 bit  | X      |   | X |   | X |
| 68  | Presence function | Motion sensor                               | to know whether the guest or service staff are inside the room by means of a motion sensor. See parameters on page 24                                                                                                           | 1 bit  | X      |   | X |   | X |
| 69  | Presence function | Activity signal                             | to know whether the guest or service staff are inside the room by means of a motion sensor or another device that sends a 1-bit message. See parameters on page 24                                                              | 1 bit  | X      |   | X |   | X |
| 70  | Presence function | Restore scenario                            | to send a scenario save control when the guest leaves the room. To call up the previously saved scenario when the guest enters the room (saved upon the guest's departure). See parameters on page 24                           | 1 byte | X      |   |   | X |   |
| 71  | Presence function | Night welcome scenario                      | to call up the guest welcome scenario at night. See parameters on page 24                                                                                                                                                       | 1 byte | X      |   |   | X |   |
| 72  | Presence function | Day welcome scenario                        | to call up the guest welcome scenario during the day. See parameters on page 24                                                                                                                                                 | 1 byte | X      |   |   | X |   |
| 73  | Presence function | Staff scenario                              | to call up the staff scenario when the service staff enters. See parameters on page 24                                                                                                                                          | 1 byte | X      |   |   | X |   |
| 74  | Presence function | OFF scenario                                | to call up the OFF scenario when the guest leaves the room for good. See parameters on page 24                                                                                                                                  | 1 byte | X      |   |   | X |   |
| 75  | Presence function | Away scenario                               | to call up the away scenario when the guest leaves the room. See parameters on page 24                                                                                                                                          | 1 byte | X      |   |   | X |   |
| 76  | Presence function | Door input                                  | to receive an indication on the door opening and closing. See parameters on page 24                                                                                                                                             | 1 bit  | X      |   | X |   | X |
| 77  | Presence function | Presence in room                            | to transit a bit=1 to signal that the room is occupied and a bit=0 to signal that the room is free. See parameters on page 24                                                                                                   | 1 bit  | X      | X |   | X |   |
| 78  | Device            | Day-Night                                   | to receive information about whether it is day (=0) or night (=1)                                                                                                                                                               | 1 bit  | X      |   | X |   | X |

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

# Landing panel and Pocket

## Communication objects and ETS parameters

### Reference ETS parameters

#### Device configuration - General characteristics

These serve to define the behaviour of the device.

| ETS text                             | Values available<br>[Default value] | Comment                                                                                                                                                                                                             |
|--------------------------------------|-------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Repetition of the Message            | 0...255<br>[1]                      | Determines the number of repetitions of the "Confirm transmit" message                                                                                                                                              |
| Lock duration                        | 0.1...5 s<br>[0.4]                  | Determines how many seconds the "Valid access" object 12 remains active. When associated with a relay, this object activates the solenoid valve.<br><b>N.B. This object is only available for the Landing panel</b> |
| Duration Courtesy [s]                | 1...65535<br>[20]                   | Determines how many seconds after activation object 13 of the device is set to "0" (to allow the reader to switch off the courtesy light)<br><b>N.B. This object is only available for the Landing panel</b>        |
| Energy enabling duration             | 1...65535<br>[20]                   | Indicates how long after the card has been extracted the value of object 10 returns to 0<br><b>N.B. This object is only available for the Pocket</b>                                                                |
| Light enabling duration              | 1...65535<br>[20]                   | Indicates how long after the card has been extracted the value of object 11 returns to 0<br><b>N.B. This object is only available for the Pocket</b>                                                                |
| Pocket Light                         | 0=No, 1=Yes<br>[1]                  | Enabling the pocket slot back-lighting<br><b>N.B. This object is only available for the Pocket</b>                                                                                                                  |
| Black List                           | 0=No, 1=Yes<br>[0]                  | If active, the cards associated with the reader via VIEW Suite will instead be <b>blocked</b> by the reader (reversed logic).                                                                                       |
| Single Access                        | 0=No, 1=Yes<br>[0]                  | If enabled, the device makes no distinction regarding the type of card (guest, service, etc.), so there are no access type distinctions                                                                             |
| Check date                           | 0=No, 1=Yes<br>[1]                  | Leave on "Yes"                                                                                                                                                                                                      |
| Check day                            | 0=No, 1=Yes<br>[1]                  |                                                                                                                                                                                                                     |
| Check timeslot                       | 0=No, 1=Yes<br>[1]                  |                                                                                                                                                                                                                     |
| Guest access scenario number         | 1...64, 255<br>[255=inactive]       | Scenario number for guest access                                                                                                                                                                                    |
| Service access scenario number       | 1...64, 25<br>5 [255=inactive]      | Scenario number for service staff access                                                                                                                                                                            |
| Maintenance access scenario number   | 1...64, 255<br>[255=inactive]       | Scenario number for maintenance staff access                                                                                                                                                                        |
| Installer access scenario number     | 1...64, 255<br>[255=inactive]       | Scenario number for installer access                                                                                                                                                                                |
| Security access scenario number      | 1...64, 255<br>[255=inactive]       | Scenario number for security staff access                                                                                                                                                                           |
| Assistance access scenario number    | 1...64, 255<br>[255=inactive]       | Scenario number for Assistance staff access                                                                                                                                                                         |
| Administrator access scenario number | 1...64, 255<br>[255=inactive]       | Scenario number for Administrator access (manager)                                                                                                                                                                  |

|                                   |                                                               |
|-----------------------------------|---------------------------------------------------------------|
| Repetition of the message         | 1                                                             |
| Duration Lock                     | 0.1 [s]                                                       |
| Duration Courtesy                 | 20 [s]                                                        |
| Black List                        | <input checked="" type="radio"/> No <input type="radio"/> Yes |
| Single Access                     | <input checked="" type="radio"/> No <input type="radio"/> Yes |
| Check date                        | <input type="radio"/> No <input checked="" type="radio"/> Yes |
| Check day                         | <input type="radio"/> No <input checked="" type="radio"/> Yes |
| Check timeslot                    | <input type="radio"/> No <input checked="" type="radio"/> Yes |
| Scene Number Guest Access         | Not active                                                    |
| Scene Number Service Staff        | Not active                                                    |
| Scene Number Maintenance Staff    | Not active                                                    |
| Scene Number for Installer Access | Not active                                                    |
| Scene Number for Security Staff   | Not active                                                    |
| Scene Number for Assistance Staff | Not active                                                    |
| Scene Number Administration       | Not active                                                    |

Device configuration

## Communication objects and ETS parameters

### General

The following parameters concern the device

#### General settings - General

| ETS text                              | Values available                   | Comment                                                                                                                                                                                                                                   |
|---------------------------------------|------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|                                       | [Default value]                    |                                                                                                                                                                                                                                           |
| Debounce time                         | 10..120 ms<br>[10]                 | Sets the minimum input activation time                                                                                                                                                                                                    |
| Time for long action                  | 1-30 s<br>[2 s]                    | Sets the input activation time that can enable advanced functions (such as scene saving)                                                                                                                                                  |
| Allow the use of Mifare Classic cards | 0=No<br>1=Yes (recommended)<br>[0] | To determine whether Mifare DesFire EV3 type cards or Mifare Classic type cards are used in the system (use the Mifare Classic card only for replacement in existing systems).                                                            |
| Room status shown on front LED        | Disable                            | To display the room signalling on the front RGB LED (do not disturb = red LED, make up room = green LED, room service request = amber LED, room occupied = white LED).<br><b>N.B. This object is only available for the Landing panel</b> |
|                                       | Enable                             |                                                                                                                                                                                                                                           |
|                                       | [Disable]                          |                                                                                                                                                                                                                                           |
| Colour of the LED                     | Amber                              | To select the colour of the pocket backlighting<br><b>N.B. This object is only available for the Pocket</b>                                                                                                                               |
|                                       | White                              |                                                                                                                                                                                                                                           |
|                                       | Red                                |                                                                                                                                                                                                                                           |
|                                       | Green                              |                                                                                                                                                                                                                                           |
|                                       | Blue                               |                                                                                                                                                                                                                                           |
|                                       | Cyan                               |                                                                                                                                                                                                                                           |
|                                       | Magenta                            |                                                                                                                                                                                                                                           |
|                                       | [White]                            |                                                                                                                                                                                                                                           |

Debounce Time  ms

Time for long action

Allow the use of Mifare Classic cards ☒ No ☐ Yes (not recommended)

Room status reported on the front LED ☐ Disable ☒ Enable

General settings

# Landing panel and Pocket

## Communication objects and ETS parameters

### Output, switching module

The following parameters are available if the relay is configured as a switching module.

#### Switching module parameters

| ETS text                     | Values available<br>[Default value] | Comment                                                            |
|------------------------------|-------------------------------------|--------------------------------------------------------------------|
| Type                         | 0=normally closed                   |                                                                    |
|                              | 1=normally open                     |                                                                    |
|                              | [1]                                 |                                                                    |
| Activation delay             | 0...30000 s<br>[0]                  | Activation delay in seconds                                        |
| Deactivation delay           | 0...30000 s<br>[0]                  | Deactivation delay in seconds                                      |
| Block/Force                  | 0 = No action                       | To block or force an output from the Bus                           |
|                              | 1 = Block                           |                                                                    |
|                              | 2 = Force                           |                                                                    |
|                              | [0]                                 |                                                                    |
| Status at block status start | 0=OFF                               | If block on                                                        |
|                              | 1=On                                |                                                                    |
|                              | 2=no change                         |                                                                    |
|                              | [0]                                 |                                                                    |
| Status at block status end   | 0=OFF                               | If block on                                                        |
|                              | 1=On                                |                                                                    |
|                              | 2= no change                        |                                                                    |
|                              | [0]                                 |                                                                    |
| Behaviour at Bus power-on    | 0=OFF                               | To choose the status of the relay when the Bus power returns       |
|                              | 1=On                                |                                                                    |
|                              | 2= no change                        |                                                                    |
|                              | [2]                                 |                                                                    |
| Behaviour at Bus power off   | 0=OFF                               | To choose the status of the relay when the Bus power is turned off |
|                              | 1=On                                |                                                                    |
|                              | 2= no change                        |                                                                    |
|                              | [2]                                 |                                                                    |
| Logic function               | 0=off                               | To enable logics on the output (And/Or) with one or two objects    |
|                              | 1 = with one object                 |                                                                    |
|                              | 2 = with two objects                |                                                                    |
|                              | [0]                                 |                                                                    |

Continued

Output

Switch

Type

☒ Normally open ☐ Normally closed

On Delay

0 [s]

Off Delay

0 [s]

Block/Forced

Nothing

Behaviour at bus power up

No change

Behaviour at bus power down

No change

Logic Function

Not active

Scene output

☐ Not active ☒ Active

Switching module parameters

Continued

| ETS text        | Values available<br>[Default value] | Comment                                                                                  |
|-----------------|-------------------------------------|------------------------------------------------------------------------------------------|
| Logic operation | 0=OR                                | If logic function active                                                                 |
|                 | 1=AND                               |                                                                                          |
|                 | [0]                                 |                                                                                          |
| Scenario        | 0=off                               | Scenario activation. If active, an additional page is displayed (see "Scene parameters") |
|                 | 1= on                               |                                                                                          |
|                 | [0]                                 |                                                                                          |

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

## Communication objects and ETS parameters

### Output scenario

For the output, 8 scenario storage possibilities are available. Each record must be assigned to the value. 8 different scenes can therefore be memorised on the device output. With **Enable scene saving** you can also set the status of the output for the desired scene with a message from the bus (scene learn).

### Scenario parameters: association of scenarios with the output

| ETS text               | Values available<br>[Default value] | Comment                                                          |
|------------------------|-------------------------------------|------------------------------------------------------------------|
| Enable scenario saving | 0=Inactive<br>1=On<br>[0]           |                                                                  |
| Scenario 1             | Off<br>1..64<br>[Off]               | Used to select the scenario index 1.                             |
| Scenario 1             | 0=OFF<br>1=On<br>[0]                | To define the relay output status when the scenario is called up |
| Scenario 2             | Off<br>1..64<br>[Off]               | Used to select the scenario index 2.                             |
| Scenario 2             | 0=OFF<br>1=On<br>[0]                | To define the relay output status when the scenario is called up |
| Scenario 3             | Off<br>1..64<br>[Off]               | Used to select the scenario index 3.                             |
| Scenario 3             | 0=OFF<br>1=On<br>[0]                | To define the relay output status when the scenario is called up |
| Scenario 4             | Off<br>1..64<br>[Off]               | Used to select the scenario index 4.                             |
| Scenario 4             | 0=OFF<br>1=On<br>[0]                | To define the relay output status when the scenario is called up |
| Scenario 5             | Off<br>1..64<br>[Off]               | Used to select the scenario index 5.                             |
| Scenario 5             | 0=OFF<br>1=On<br>[0]                | To define the relay output status when the scenario is called up |
| Scenario 6             | Off<br>1..64<br>[Off]               | Used to select the scenario index 6.                             |
| Scenario 6             | 0=OFF<br>1=On<br>[0]                | To define the relay output status when the scenario is called up |
| Scenario 7             | Off<br>1..64<br>[Off]               | Used to select the scenario index 7.                             |
| Scenario 7             | 0=OFF<br>1=On<br>[0]                | To define the relay output status when the scenario is called up |
| Scenario 8             | Off<br>1..64<br>[Off]               | Used to select the scenario index 8.                             |
| Scenario 8             | 0=OFF<br>1=On<br>[0]                | To define the relay output status when the scenario is called up |

Scene saving enable

Scene 1

Scene 1

Scene 2

Scene 2

Scene 3

Scene 3

Scene 4

Scene 4

Scene 5

Scene 5

Scene 6

Scene 6

Scene 7

Scene 7

Scene 8

Scenario parameters

☒ Not active ☐ Active

Not active

☒ Off ☐ On

Not active

☒ Off ☐ On

Not active

☒ Off ☐ On

Not active

☒ Off ☐ On

Not active

☒ Off ☐ On

Not active

☒ Off ☐ On

Not active

☒ Off ☐ On

Not active

# Landing panel and Pocket

## Communication objects and ETS parameters

### Output, timed stair light

The following parameters are available if the relay is configured as a Stair light.

An example of using the switch off warning is to perform a brief Off/On cycle to warn that it will turn off permanently after a few seconds, so that the user can send an On control again if necessary.

### Stair light parameters: one-position stable management

| ETS text                   | Values available<br>[Default value]         | Comment                                                                                                                                                                                                                 |
|----------------------------|---------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Type                       | 0=normally closed<br>1=normally open<br>[1] |                                                                                                                                                                                                                         |
| Stair light time [s]       | 0... 65535<br>[120]                         | Output activation time                                                                                                                                                                                                  |
| Switch off warning         | 0=off<br>1= on<br>[0]                       | To be able to switch the warning function on. After the relay opens, the device waits for a period of time equal to "Warning duration" and is then reactivated for a period of time equal to "Pre-alarm duration"       |
| Warning duration [s]       | 0... 30000<br>[1]                           | Warning duration (if the switch off warning is activated, this is the time interval that the relay waits after the "Stair light time" before reactivating for a period of time that can be set in "pre-alarm duration") |
| Pre-alarm duration [s]     | 0... 300000<br>[10]                         | Warning duration. The three times will be added (if the switch off warning is activated, this is the duration of the relay reactivation at the end of the time set in "Warning duration". The relay returns to Off)     |
| Manual off                 | 0=off<br>1= on<br>[0]                       | If on the relay can be deactivated before the stair time                                                                                                                                                                |
| Behaviour at Bus power-on  | 0=OFF<br>1=On<br>2= no change<br>[2]        | To choose the status of the relay when the Bus power returns                                                                                                                                                            |
| Behaviour at Bus power off | 0=OFF<br>1=On<br>2=no change<br>[2]         | To choose the status of the relay when the Bus power is turned off                                                                                                                                                      |

Output

Staircase

Type

☒ Normally open ☐ Normally closed

Time staircase

120 [s]

Switch off warning

☐ Not active ☒ Active

Warning duration

1 [s]

Prealarm duration

10 [s]

Manual switch off

☒ Not active ☐ Active

Behaviour at bus power up

No change

Behaviour at bus power down

No change

Staircase parameters

## Communication objects and ETS parameters

### Input

The parameter configuration is shown in the table below.

#### “Block function” parameter

For the input, you can enable an object that allows you to block the functions that are normally recalled upon the closing or opening of the input.

| ETS text                   | Values available<br>[Default value] | Comment                                                                                                                                                 |
|----------------------------|-------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|
| Block function             | Disable                             | Parameter for enabling the block function and making the related object available                                                                       |
|                            | Enable                              |                                                                                                                                                         |
|                            | [Disable]                           |                                                                                                                                                         |
| Block value                | Value 1                             | To choose whether the block function is active when it receives the value 0 or the value 1 from the bus                                                 |
|                            | Value 0                             |                                                                                                                                                         |
|                            | [Value 1]                           |                                                                                                                                                         |
| Block function at power up | No change                           | To choose whether, following a power down, the block remains in the same status it was in before the power down, whether it is deactivated or activated |
|                            | Off                                 |                                                                                                                                                         |
|                            | On                                  |                                                                                                                                                         |
|                            | [No change]                         |                                                                                                                                                         |

Block function ☐ Disable ☒ Enable

Block value ☒ 1 value ☐ 0 value

Block function at power up

“Block function” parameters

Let's look in detail at the **functions that can be associated** with the input

#### Push button configuration

| ETS text | Values available<br>[Default value]                         | Comment                                                               |
|----------|-------------------------------------------------------------|-----------------------------------------------------------------------|
| Function | 255 = off                                                   | Possibility of selecting the function associated with the wired input |
|          | 0 = switching one object (see table below)                  |                                                                       |
|          | 1 = switching multiple object (see page 19)                 |                                                                       |
|          | 2 = single push button dimmer control (see page 23)         |                                                                       |
|          | 3 = single push button roller shutter control (see page 23) |                                                                       |
|          | [255]                                                       |                                                                       |

|                            |                            |
|----------------------------|----------------------------|
| Input function             | Switching one object       |
| Send Value                 | Disabled                   |
| Block function             | Switching one object       |
| Block value                | Switching multiple objects |
| Block function at power up | Single Key Dimming         |
|                            | Single Key Shutter         |
|                            | No change                  |

Push button configuration

#### “Switching one object” parameters

| ETS text        | Values available<br>[Default value] | Comment                                                                                                                      |
|-----------------|-------------------------------------|------------------------------------------------------------------------------------------------------------------------------|
| Value to send   | 0 = send ON                         | Possibility of choosing whether to send an ON message, an OFF message, an ON message with a set time or with trigger control |
|                 | 1 = send OFF                        |                                                                                                                              |
|                 | 2 = timed ON                        |                                                                                                                              |
|                 | 3 = trigger control                 |                                                                                                                              |
|                 | [0]                                 |                                                                                                                              |
| Time in seconds | 1...32000 s                         | Only if timed                                                                                                                |
|                 | [30]                                |                                                                                                                              |

|                            |                      |
|----------------------------|----------------------|
| Input function             | Switching one object |
| Send Value                 | Send On              |
| Block function             | Send On              |
| Block value                | Send Off             |
| Block function at power up | Timed On             |
|                            | Trigger Command      |

“Switching one object” parameter

# Landing panel and Pocket

## Communication objects and ETS parameters

“Switching multiple objects” parameters (see sub-parameters up to page 22)

| ETS text       | Values available<br>[Default value] | Comment                                                                 |
|----------------|-------------------------------------|-------------------------------------------------------------------------|
| Operation type | 0 = On the edge                     | Possibility of choosing the behaviour and sending over multiple objects |
|                | 1 = Short/Long press                |                                                                         |
|                | 2 = Force                           |                                                                         |
|                | 3 = Value                           |                                                                         |
|                | 4 = Sequence                        |                                                                         |
|                | 5 = Multiple presses                |                                                                         |
|                | [0]                                 |                                                                         |

|                            |                            |
|----------------------------|----------------------------|
| Input function             | Switching multiple objects |
| Operation type             | Short/long press           |
| Short press function       | Toggle                     |
| Long press Function        | No Reaction                |
| Block function             | Toggle                     |
| Block value                | Send On                    |
| Block function at power up | Send Off                   |
|                            | Own Scene                  |
|                            | Save Scene                 |

“Switching multiple objects” parameter

### “Switching multiple objects/on the edge” sub-parameter

To obtain a “Bell” ON/OFF and OFF/ON function.

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

|                            |                                                                        |
|----------------------------|------------------------------------------------------------------------|
| Input function             | Switching multiple objects                                             |
| Operation type             | On edge                                                                |
| Value on Rising Edge       | <input type="radio"/> Off <input checked="" type="radio"/> On          |
| Value on Falling Edge      | <input checked="" type="radio"/> Off <input type="radio"/> On          |
| Block function             | <input type="radio"/> Disable <input checked="" type="radio"/> Enable  |
| Block value                | <input checked="" type="radio"/> 1 value <input type="radio"/> 0 value |
| Block function at power up | No change                                                              |

“Switching multiple objects/on the edge” parameter

### “Switching multiple objects/Short-Long press” sub-parameter with Toggle and ON/OFF options

To perform “Toggle” or “ON-only” or “OFF-only” with both short and long presses.

| ETS text             | Values available<br>[Default value] | Comment                                                                                                                                                                                                                                                                          |
|----------------------|-------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Short press function | No reaction                         | 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 “Status” object must be associated with the group |
|                      | Toggle                              |                                                                                                                                                                                                                                                                                  |
|                      | Send ON                             |                                                                                                                                                                                                                                                                                  |
|                      | Send OFF                            |                                                                                                                                                                                                                                                                                  |
|                      | [Toggle]                            |                                                                                                                                                                                                                                                                                  |
| Long press function  | No reaction                         | Possibility of choosing the message to send on a long 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 “Status” object must be associated with the group  |
|                      | Toggle                              |                                                                                                                                                                                                                                                                                  |
|                      | Send ON                             |                                                                                                                                                                                                                                                                                  |
|                      | Send OFF                            |                                                                                                                                                                                                                                                                                  |
|                      | [Toggle]                            |                                                                                                                                                                                                                                                                                  |

|                            |                                                                        |
|----------------------------|------------------------------------------------------------------------|
| Input function             | Switching multiple objects                                             |
| Operation type             | Short/long press                                                       |
| Short press function       | Toggle                                                                 |
| Long press Function        | Send On                                                                |
| Block function             | <input type="radio"/> Disable <input checked="" type="radio"/> Enable  |
| Block value                | <input checked="" type="radio"/> 1 value <input type="radio"/> 0 value |
| Block function at power up | No change                                                              |

“Switching multiple objects/Short-long press” parameters with Toggle and ON/OFF” options

## Communication objects and ETS parameters

### “Switching multiple objects/Short-Long press” sub-parameter with the options for the scenario

A scenario can be activated or saved (with a long press).

| ETS text             | Values available<br>[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 = save scenario                   |                                                                                              |
|                      | 2 = call up 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 a scenario |
|                      | 1 = save scenario                   |                                                                                              |
|                      | 2 = call up scenario                |                                                                                              |
|                      | [0]                                 |                                                                                              |
| Long press scenario  | 1-64                                | Number of the scenario called up or saved on long press                                      |
|                      | [1]                                 |                                                                                              |

Input function: Switching multiple objects

Operation type: Short/long press

Short press function: Own Scene

Scene: 1

Long press Function: Save Scene

Scene: 1

Block function: ☐ Disable ☒ Enable

Block value: ☒ 1 value ☐ 0 value

Block function at power up: No change

“Switching multiple objects/Short press/Long press with options for the scenario” parameter

### “Switching multiple objects/Forcing” sub-parameter

The push button can be used for forcing functions (ON or OFF).

| ETS text             | Values available<br>[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]                                 |                                                                         |

Input function: Switching multiple objects

Operation type: Forced

Short press function: Forced On

Long press Function: Forced disable

Block function: ☐ Disable ☒ Enable

Block value: ☒ 1 value ☐ 0 value

Block function at power up: No change

“Switching multiple objects/Forcing” parameter

### “Switching multiple objects/Value” sub-parameter

To send a value 0÷255 on short or long push button press.

| ETS text                           | Values available<br>[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 |

Input function: Switching multiple objects

Operation type: Value

Short press function: 0

Long press second Value: ☐ No ☒ Yes

Long press Function: 215

Block function: ☐ Disable ☒ Enable

Block value: ☒ 1 value ☐ 0 value

Block function at power up: No change

“Value” parameter

# Landing panel and Pocket

## Communication objects and ETS parameters

### “Switching several objects/Sequence” sub-parameters

A maximum of 4 distinct sequences can be configured for short and long presses (ranging from 1 bit to 1 byte). For each sequence (1 to 4), you define the value sent onto the bus by the corresponding group object.

| ETS text    | Values available<br>[Default value] | Comment              |
|-------------|-------------------------------------|----------------------|
| Data format | 0 = 1 bit                           | Type of data to send |
|             | 1 = 1 byte                          |                      |
|             | [0]                                 |                      |

#### If data format = 1 bit

|                     |                           |                                                                                                                                                                                                                                                                                                                                    |
|---------------------|---------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Sequence type       | 0 = Cyclic                | By choosing cyclic 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<br>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/Decreasing |                                                                                                                                                                                                                                                                                                                                    |
|                     | [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

|                     |                           |                                                                                                                                                                                                                                                                                                                                              |
|---------------------|---------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Sequence type       | 0 = Cyclic                | By choosing cyclic 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<br>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/Decreasing |                                                                                                                                                                                                                                                                                                                                              |
|                     | [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]                       |                                                                                                                                                                                                                                                                                                                                              |

|                     |                                                                                      |
|---------------------|--------------------------------------------------------------------------------------|
| Input function      | Switching multiple objects                                                           |
| Operation type      | Sequence                                                                             |
| Data format         | <input checked="" type="radio"/> 1 Bit <input type="radio"/> 1 Byte                  |
| Sequence type       | <input checked="" type="radio"/> Cycling <input type="radio"/> Increasing/Decreasing |
| Number of objects   | 4                                                                                    |
| Value 1             | <input type="radio"/> On <input checked="" type="radio"/> Off                        |
| Value 2             | <input checked="" type="radio"/> On <input type="radio"/> Off                        |
| Value 3             | <input type="radio"/> On <input checked="" type="radio"/> Off                        |
| Value 4             | <input type="radio"/> On <input checked="" type="radio"/> Off                        |
| Long press Function | <input type="radio"/> Disable <input checked="" type="radio"/> Enable                |
| Number of objects   | 4                                                                                    |
| Value 1             | <input type="radio"/> On <input checked="" type="radio"/> Off                        |
| Value 2             | <input checked="" type="radio"/> On <input type="radio"/> Off                        |
| Value 3             | <input type="radio"/> On <input checked="" type="radio"/> Off                        |
| Value 4             | <input checked="" type="radio"/> On <input type="radio"/> Off                        |
| Block function      | <input checked="" type="radio"/> Disable <input type="radio"/> Enable                |

“Switching module with multiple objects/Sequence” parameters

## Communication objects and ETS parameters

### “Switching multiple objects/Multiple presses” sub-parameters

| ETS text                              | Values available<br>[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 (for the first press)                                                               |
|                                       | 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]                                 |                                                                                                          |
| Second press detection                | Disable                             | Enabling management of second press                                                                      |
|                                       | Enable                              |                                                                                                          |
|                                       | [Disable]                           |                                                                                                          |
| Data format                           | 0 = 1 bit                           | Type of data to send (for the second press)                                                              |
|                                       | 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]                                 |                                                                                                          |
| Third press detection                 | Disable                             | Enabling management of third press                                                                       |
|                                       | Enable                              |                                                                                                          |
|                                       | [Disable]                           |                                                                                                          |
| Data format                           | 0 = 1 bit                           | Type of data to send (for the third press)                                                               |
|                                       | 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]                                 |                                                                                                          |
| Fourth press detection                | Disable                             | Enabling management of fourth press                                                                      |
|                                       | Enable                              |                                                                                                          |
|                                       | [Disable]                           |                                                                                                          |

Continued

|                            |                                                                                                              |
|----------------------------|--------------------------------------------------------------------------------------------------------------|
| Input function             | Switching multiple objects                                                                                   |
| Operation type             | Multiple presses                                                                                             |
| Message sending            | <input type="radio"/> Every single press<br><input checked="" type="radio"/> Only at the end of the pressure |
| Max time between pressures | 500 [ms]                                                                                                     |
| Data format                | 2 Byte                                                                                                       |
| Value to send              | 134                                                                                                          |
| Second press detection     | <input type="radio"/> Disable <input checked="" type="radio"/> Enable                                        |
| Data format                | 1 bit                                                                                                        |
| Value to send              | On                                                                                                           |
| Third press detection      | <input checked="" type="radio"/> Disable <input type="radio"/> Enable                                        |
| Fourth press detection     | <input checked="" type="radio"/> Disable <input type="radio"/> Enable                                        |
| Long press Function        | Save Scene                                                                                                   |
| Scene                      | 1                                                                                                            |
| Block function             | <input checked="" type="radio"/> Disable <input type="radio"/> Enable                                        |

### “Switching multiple objects/Multiple presses” parameter

**Note:** An example of a long press application is a water control unit pulse counter that sends an extended pulse if a pump fault occurs (this can be used to signal the fault alarm on the KNX bus).

Continued

| ETS text                              | Values available<br>[Default value] | Comment                                                                                                                                   |
|---------------------------------------|-------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| Data format                           | 0 = 1 bit                           | Type of data to send (for the fourth press)                                                                                               |
|                                       | 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]                                 |                                                                                                                                           |
| Long press function                   | No reaction                         | To enable the sending of a message for long press on object no. 55 (if set as “Toggle”, object 55 should also be combined with object 56) |
|                                       | Toggle                              |                                                                                                                                           |
|                                       | Send ON                             |                                                                                                                                           |
|                                       | Send OFF                            |                                                                                                                                           |
|                                       | Save scenario                       |                                                                                                                                           |
|                                       | Call up scenario                    |                                                                                                                                           |
|                                       | [No reaction]                       |                                                                                                                                           |
| Scenario                              | 1..64                               | Number of the scenario called up or saved for long press on object no. 55                                                                 |
|                                       | [1]                                 |                                                                                                                                           |

# Landing panel and Pocket

## Communication objects and ETS parameters

### “Single push button dimmer control” parameter (see the “Push button configuration” parameters on page 18)

Dimmer control with a single push button.

| ETS text                 | Values available<br>[Default value]                                                                                                                                                                 | Comment                                                        |
|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------|
| Dimming step             | 1.5....100%<br>[100%]                                                                                                                                                                               | Sets the dimming speed                                         |
| Repeat dimming telegrams | 0 = No<br>1 = Yes<br>[0]                                                                                                                                                                            | Sets the dimming mode (continuous or step-step)                |
| Repetition time          | 0.3....5 s<br>[1.0 s]                                                                                                                                                                               | Dimming message repetition time                                |
| Dimmer behaviour         | Toggle (short press) Up/Down Dimming (long press)<br>ON (short press) Up Dimming (long press)<br>OFF (short press) Down Dimming (long press)<br>[Toggle (short press) Up/Down Dimming (long press)] | Possibility of choosing the behaviour for short and long press |

|                          |                                                                       |
|--------------------------|-----------------------------------------------------------------------|
| Input function           | Single Key Dimming                                                    |
| Dimming steps            | 100%                                                                  |
| Repeat Dimming Telegrams | <input checked="" type="radio"/> No <input type="radio"/> Yes         |
| Dimmer Behaviour         | On (short), Dimming Up (long)                                         |
| Block function           | <input checked="" type="radio"/> Disable <input type="radio"/> Enable |

“Single push button dimmer control” parameters

### “Single push button roller shutter control” parameter (see the “Push button configuration” parameters on page 18)

Roller shutter control with a single push button.

| ETS text                 | Values available<br>[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)<br>[Roller shutter up (long press), stop/step (short press)] |                                                                                   |
| Send Stop on release     | 0 = No<br>1 = Yes<br>[0]                                                                                                     | Possibility of choosing whether to send the stop when the push button is released |

|                      |                                                                       |
|----------------------|-----------------------------------------------------------------------|
| Input function       | Single Key Shutter                                                    |
| Shutter Behaviour    | Shutter Movement UP (long), Stop/Step(short)                          |
| Send stop on Release | <input checked="" type="radio"/> No <input type="radio"/> Yes         |
| Block function       | <input checked="" type="radio"/> Disable <input type="radio"/> Enable |

“Single push button roller shutter control” parameters

#### Note.

By setting “Push button” and selecting the “Single push button dimmer control” 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 status” datapoint (relay or dimmer) or the roller shutter “roller shutter up/down” datapoint to receive the ON/OFF status 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

### Presence in room function

The Presence in room function is useful to call up a scenario when specific conditions occur, such as entering and leaving the room, the first entry after check-in, the final departure from the room after check-out, etc.

**Note:** The function can be activated by selecting an option from the related menu, between “With motion sensor” or “With pocket”.

### With KNX motion sensor

In this case, the logic manages the following events:

- Check-in. 1bit information received on the “Check-in” object.
- Door opening and closing. 1bit information received on the “Door input” object.
- Staff access. 1bit information received on the “Service access” object.
- Check-out. 1bit information received on the “Check-out” object.
- Day-Night. 1bit information received on the “Day-Night” object.
- Motion in the room. 1bit information received on the “Motion sensor” and “Activity signalling” objects.

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 configuration of an object signalling activity in the room is optional.

### With a non-KNX pocket whose relay output is connected to a KNX input

In this case, the logic manages the following events:

- Check-in. 1bit information received on the “Check-in” object.
- Guest access. 1bit information received on the “Guest access” object.
- Staff access. 1bit information received on the “Service access” object.
- Check-out. 1bit information received on the “Check-out” object.
- Day-Night. 1bit information received on the “Day-Night” object.

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 one card pocket must be used.

The combination of messages received on objects from nos. 64 to 69 will make objects from nos. 71 to 75 perform actions.

| ETS text                  | Values available<br>[Default value] | Comment                                                                                                                                                            |
|---------------------------|-------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Presence in room function | Off                                 | To decide whether room presence detection occurs using information from a motion sensor or through inserting a card into a non-KNX pocket connected to a KNX input |
|                           | With Pocket                         |                                                                                                                                                                    |
|                           | With motion sensor                  |                                                                                                                                                                    |
|                           | [Off]                               |                                                                                                                                                                    |

Continued

|                               |                                                                       |
|-------------------------------|-----------------------------------------------------------------------|
| Presence in the room function | With presence detector                                                |
| Empty room timeout            | 1 min                                                                 |
| Closed door timeout           | Not active                                                            |
| Staff entry verify            | <input checked="" type="radio"/> Disable <input type="radio"/> Enable |
| Activity reporting            | <input checked="" type="radio"/> Disable <input type="radio"/> Enable |
| Resume scene                  | Not active                                                            |
| Night welcome scene           | Not active                                                            |
| Day welcome scene             | Not active                                                            |
| Off scene                     | Not active                                                            |
| Absence scene                 | Not active                                                            |

Presence in room with motion sensor

|                               |                                                                       |
|-------------------------------|-----------------------------------------------------------------------|
| Presence in the room function | With holder                                                           |
| Empty room timeout            | 1 min                                                                 |
| Staff entry verify            | <input checked="" type="radio"/> Disable <input type="radio"/> Enable |
| Resume scene                  | Not active                                                            |
| Night welcome scene           | Not active                                                            |
| Day welcome scene             | Not active                                                            |
| Off scene                     | Not active                                                            |
| Absence scene                 | Not active                                                            |

Presence in room with pocket

Continued

| ETS text           | Values available<br>[Default value] | Comment                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                               |
|--------------------|-------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Empty room timeout | 1 min                               | In the case of the Presence in room function “With motion sensor”: A timeout that starts when the door closes, during which it verifies if the guest has actually left the room by checking the messages sent to the “Motion sensor” object by the motion sensor and any other sensor communicating on the “Activity signalling” object.<br>In the case of the Presence in room function “With pocket”: A timeout that starts when the card is removed, during which it verifies if the guest has actually left the room by checking whether the card is inserted into the pocket again via the “Guest access” or “Service access” objects.<br><b>Note:</b> after the door opens and closes, the device checks whether 1 or 2 motion sensors or a pocket (non-KNX) signal a presence within a certain time interval; otherwise, the person is considered to have left |
|                    | 2 min                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                    | 3 min                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                    | 4 min                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                    | 5 min                               |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
|                    | [1 min]                             |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |

Continued

# Landing panel and Pocket

## Communication objects and ETS parameters

Continued

| ETS text               | Values available<br>[Default value] | Comment                                                                                                                                                                                                                               |
|------------------------|-------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Door closing time-out  | Off                                 | A timeout that starts when the door opens to consider the door closed even if the closing message has not been received on the "Door input" object. Only available in the case of the Presence in room function "With motion sensor". |
|                        | 1 min                               |                                                                                                                                                                                                                                       |
|                        | 2 min                               |                                                                                                                                                                                                                                       |
|                        | 3 min                               |                                                                                                                                                                                                                                       |
|                        | 4 min                               |                                                                                                                                                                                                                                       |
|                        | 5 min                               |                                                                                                                                                                                                                                       |
|                        | [Off]                               |                                                                                                                                                                                                                                       |
| Staff entry check      | Disable                             | To enable checking whether entry into the room is by service staff. If enabled, the "Service access" scenario is available. If disabled, entry is always considered to be a "guest" type.                                             |
|                        | Enable                              |                                                                                                                                                                                                                                       |
|                        | [Disable]                           |                                                                                                                                                                                                                                       |
| Activity signalling    | Disable                             | If this parameter is enabled, any command received on the "Activity signalling" object signals the presence in the room (object no. 69)                                                                                               |
|                        | Enable                              |                                                                                                                                                                                                                                       |
|                        | [Disable]                           |                                                                                                                                                                                                                                       |
| Restore scenario       | Off                                 | Scenario called up when the guest returns to the room and stored when the guest leaves the room. This way, upon returning, the guest finds the same conditions they left when exiting (object no. 70)                                 |
|                        | 1...64                              |                                                                                                                                                                                                                                       |
|                        | [Off]                               |                                                                                                                                                                                                                                       |
| Night welcome scenario | Off                                 | Scenario called up upon the guest's first entry into the room after check-in at night (object no. 71)                                                                                                                                 |
|                        | 1...64                              |                                                                                                                                                                                                                                       |
|                        | [Off]                               |                                                                                                                                                                                                                                       |
| Day welcome scenario   | Off                                 | Scenario called up upon the guest's first entry into the room after check-in during the day (object no. 72)                                                                                                                           |
|                        | 1...64                              |                                                                                                                                                                                                                                       |
|                        | [Off]                               |                                                                                                                                                                                                                                       |
| Staff scenario         | Off                                 | Scenario called up upon staff entry into the room (object no. 73)                                                                                                                                                                     |
|                        | 1...64                              |                                                                                                                                                                                                                                       |
|                        | [Off]                               |                                                                                                                                                                                                                                       |
| OFF scenario           | Off                                 | Scenario called up when the guest leaves the room for good upon check-out (object no. 74)                                                                                                                                             |
|                        | 1...64                              |                                                                                                                                                                                                                                       |
|                        | [Off]                               |                                                                                                                                                                                                                                       |
| Away scenario          | Off                                 | Scenario called up when the guest leaves the room (object no. 75)                                                                                                                                                                     |
|                        | 1...64                              |                                                                                                                                                                                                                                       |
|                        | [Off]                               |                                                                                                                                                                                                                                       |

### Note.

These scenarios ensure that the status of the various KNX relays is stored at every entry and exit of the guest in the room.

The scenarios are then reset when the guest check-out is performed from View Suite.

Additional scenarios can be associated in the event of a new check-in from View Suite (depending on whether it occurs during the day or at night) and also when service staff enter the room.

**Caution:** In the event of a blackout, when mains voltage is restored, the device restarts with the new information received from the bus and not with the information relating to room presence prior to the blackout.



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