Installer manual

32121.x - XT KNX 1M control
32123.x - XT KNX advanced 1M control
32124.x - XT KNX advanced 1M 4 dots control
32131.G - XT KNX 1M label control
32133.G - XT KNX advanced 1M 3 label control
32134.G - XT KNX advanced 1M 4 label control
32144.x - XT KNX 1M 4 functions control

SMART HOME&BUILDING

WELL-CONTACT PLUS

Home automation system push button control devices, KNX standard

Index

1. General characteristics

The innovative XT platform is now also available for the Well-contact Plus building automation system with KNX protocol.
The series stands out for its flat design controls, extended to the entire surface and operable over the entire area; customisable and dynamic LED matrix icons; on the one hand it satisfies an ergonomic and elegant design, and on the other a wide scalability and expandability of the functions without wiring intervention.
The XT platform controls are perfectly coordinated with the range of socket outlets, to offer a complete, innovative and top-performing system while delivering impeccable styling.

2. Devices

32121.x - KNX standard XT control device with 2 push buttons, also configurable as 1 rocker button, LED with status function and visible in darkness with brightness control, central LED matrix to customise symbols or animation, black, white or canvas - 1 front module.

32123.x - KNX standard XT control device with 2 push buttons, also configurable as 1 rocker button, proximity function, LED matrix with status function or for scenario animation and visible in darkness with brightness control, central LED matrix to customise symbols or animation, black, white or canvas - 1 front module.

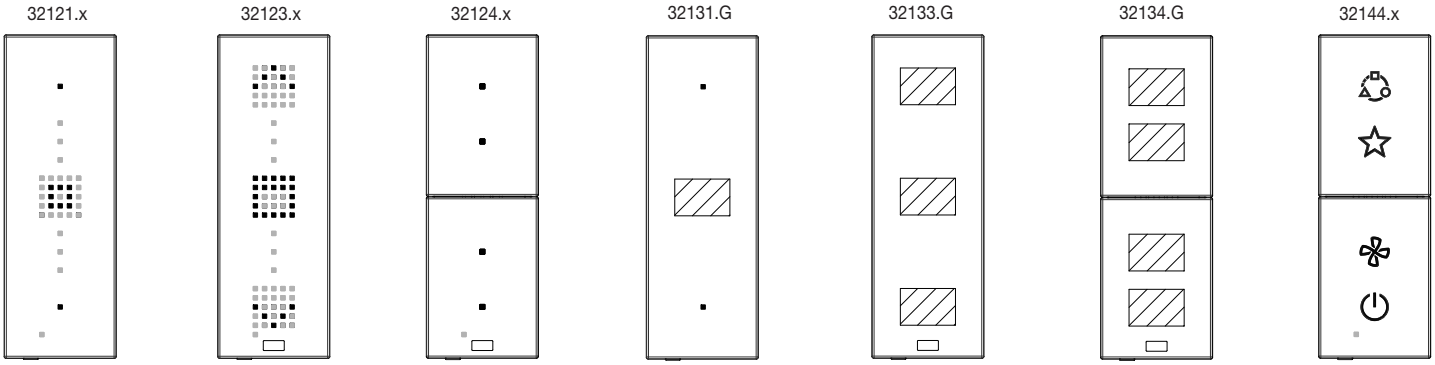
32124.x - KNX standard XT control device with 4 independent push buttons, proximity function, LED with status function and visible in darkness with brightness control, black, white or canvas - 1 front module.

32131.G - KNX standard XT control device with 2 push buttons, also configurable as 1 rocker button, LED with status function and visible in darkness with brightness control, central label to customise symbols, black - 1 front module.

32133.G - KNX standard XT control device with 2 push buttons customisable with labels, also configurable as 1 rocker button, proximity function, labels with status function and visible in darkness with brightness control, central label to customise symbols, black - 1 front module.

32134.G - KNX standard XT control device with 4 independent push buttons customisable with labels, proximity function, labels with status function and visible in darkness with brightness control, black - 1 front module.

32144.x - KNX standard XT control device with 4 independent push buttons with backlighting CLIMATE CONTROL symbols and visible in darkness with brightness control, black, white or canvas - 1 front module.



General characteristics

The devices are equipped with two or four independent buttons that can be used as ON/OFF controls and for controlling roller shutters and lights.
Moreover, for art. 32121.x, 32123.x, 32131.G, 32133.G, two buttons can be linked to obtain a switching module function.

Functionality

The push buttons can be used in two different ways:

- Functions with independent push buttons:
  - sending ON, OFF, timed ON, forcing and toggle controls both on short press and on long press
  - switch ON and OFF on the rising edge and on the falling edge
  - calling up a scenario with a short press of the push button, calling up a second scenario or saving a scenario with a long press
  - sending cyclic or increasing/decreasing bit or byte sequences via short and long press
  - sending one or two values via short or long press of the push button
  - sending bit, byte or 2 byte controls via multiple close presses and long press
  - roller shutter control
  - dimmer control
  - simple status viewing
- Functions possible with push buttons and 2 associated channels:
  - switch ON and OFF
  - dimmer control
  - roller shutter control

For LED matrices, the ETS software can be used to set:
- the desired icon
- the flashing in the event that the central matrix is used to view an alarm
- the animation for the central matrix and, in the event of calling up a scenario, also for the lower and upper matrices
- the brightness on standby with function enabled or disabled

The following can be set for the proximity function:
- sensitivity, i.e. the detection distance

Scenarios

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

3. Communication objects and ETS parameters

PUSH BUTTON FUNCTIONAL UNIT

List of existing communication objects and standard settings

No.	ETS name	Function	Description	Length	Flag				
					C	R	W	T	U
2 PUSH BUTTON MODE									
1	Upper button Central upper button Central lower button Lower button	Value to send	(if set as "Push button" and the "*switching 1 object*" function is selected) - to send "*ON/OFF/timed ON*" messages.	1 bit	X	X		X	
1	Upper button Central upper button Central lower button Lower button	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	
1	Upper button Central upper button Central lower button Lower button	Sends value - short press	(if set as "Push button" and "*Switching module with several 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.	1 bit	X	X		X	
1	Upper button Central upper button Central lower button Lower button	Send forcing - short press	(if set as "Push button" and " *Switching module with several objects/Forcing*" function) to send one of the forcing functions for selection as "forcing On/forcing OFF/Forced disable"	2 bit	X	X		X	
1	Upper button Central upper button Central lower button Lower button	Send value - up	(if set as "Push button" and " *Switching module with several objects/on the edge*" function) to send one of functions for selection as "ON/OFF on the rising edge" (pressing the button)	1 bit	X	X		X	
1	Upper button Central upper button Central lower button Lower button	Scenario - short press	(if set as "Push button" and " *Switching module with several objects/Short-long press/call up or store scenario*" function) to call up or store a scenario on short press.	1 byte	X	X		X	
1	Upper button Central upper button Central lower button Lower button	Send value - short press	(if set as "Push button" and " *Switching module with several objects/Value*" function) to send a value that can be set between 0 and 255 on short press.	1 byte	X	X		X	
1	Upper button Central upper button Central lower button Lower button	ON/OFF control	(if set as "Push button" and "*Single push button dimming*" function) to control a dimmed light	1 bit	X	X		X	
1	Upper button Central upper button Central lower button Lower button	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.	1 bit	X	X		X	
1	Upper button Central upper button Central lower button Lower button	Short sequence - Value 1	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the first 1 bit or 1 byte sequence message on short press.	1 bit/1 byte	X	X		X	
1	Upper button Central upper button Central lower button Lower button	Multiple press - Value 1	(if set as "Push button" and "*Switching module with several objects/Multiple presses*" function) - to send a message at the first event of multiple presses.	1bit/1byte/ 2byte	X	X		X	
2	Upper button Central upper button Central lower button Lower button	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	
2	Upper button Central upper button Central lower button Lower button	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	
2	Upper button Central upper button Central lower button Lower button	Send value - long press	(if set as "Push button" and " *Switching module with several objects/Value*" function) - to send a value that can be set between 0 and 255 on long press.	1 byte	X	X		X	
2	Upper button Central upper button Central lower button Lower button	Dimmer control	(if set as "Push button" and "*Single push button dimming*" function) to control a dimmed light	4 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				
					C	R	W	T	U
2	Upper button Central upper button Central lower button Lower button	Send value - down	(if set as "Push button" and " *Switching module with several objects/on the edge*" function) to send one of functions for selection as "ON/OFF on the falling edge (release the button)	1 bit	X	X		X	
2	Upper button Central upper button Central lower button Lower button	Send forcing - long press	(if set as "Push button" and " *Switching module with several objects/Forcing*" function) to send one of the forcing functions for selection as "forcing On/forcing OFF/Forced disable"	2 bit	X	X		X	
2	Upper button Central upper button Central lower button Lower button	Scenario - long press	(if set as "Push button" and " *Switching module with several objects/Short-long press/call up or store scenario*" function) to call up or store a scenario on long press.	1 byte	X	X		X	
2	Upper button Central upper button Central lower button Lower button	Short sequence - Value 2	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the second 1 bit sequence message on short press.	1 bit	X	X		X	
2	Upper button Central upper button Central lower button Lower button	Multiple press - Value 2	(if set as "Push button" and "*Switching module with several objects/Multiple presses*" function) - to send a message at the second event of multiple presses.	1bit/1byte/ 2byte	X	X		X	
3	Upper button Central upper button Central lower button Lower button	Short sequence - Value 3	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the third 1 bit sequence message on short press.	1bit	X	X		X	
3	Upper button Central upper button Central lower button Lower button	Multiple press - Value 3	(if set as "Push button" and "*Switching module with several objects/Multiple presses*" function) - to send a message at the third event of multiple presses.	1bit/1byte/ 2byte	X	X		X	
4	Upper button Central upper button Central lower button Lower button	ON/OFF status	(if set as "Push button" and "*Switching module with several objects/on the edge*" function selected) to turn on the LED to show the status of the load or the value of the object.	1bit	X		X		X
4	Upper button Central upper button Central lower button Lower button	ON/OFF status	(if set as "Push button" and "*Switching 1 object*" function selected) to turn on the LED to show the status of the load or the value of the object.	1bit	X		X		X
4	Upper button Central upper button Central lower button Lower button	ON/OFF status	(if set as "Push button" and "*Switching module with several objects/Forcing*" function selected) to turn on the LED to show the status of the load.	1bit	X		X		X
4	Upper button Central upper button Central lower button Lower button	ON/OFF status ON/OFF status - short press Roller shutter status	(if set as "Push button" and "*Single push button dimming*" function or " *Switching module with several objects/Short-long press/toggle*" or "*Roller shutter single push button control*" function selected) this object must be associated with the group with the light "ON/OFF control" datapoint (relay or dimmer) or the roller shutter "roller shutter up/down" datapoint to receive the ON/OFF status of the associated load. If this is not the case, it will be unable to manage light control or roller shutter operation.	1 bit	X		X		X
4	Upper button Central upper button Central lower button Lower button	Multiple press - Value 4	(if set as "Push button" and "*Switching module with several objects/Multiple presses*" function) - to send a message at the fourth event of multiple presses.	1bit/1byte/ 2byte	X	X		X	
4	Upper button Central upper button Central lower button Lower button	Short sequence - Value 4	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the fourth 1 bit sequence message on short press.	1bit	X	X		X	
5	Upper button Central upper button Central lower button Lower button	ON/OFF status - long press	(if set as "Push button" and "*Switching module with several objects/Short-long press/toggle*" function) - this object must be associated with the group with the light "ON/OFF control" datapoint on long press to receive the ON/OFF status of the associated load. If this is not the case, it will be unable to manage light control.	1 bit	X		X		X
5	Upper button Central upper button Central lower button Lower button	Long sequence - Value 1	(if set as "Push button" and "*Switching module with several objects/Sequence*" function) - to send the first 1 bit or 1 byte sequence message on long press.	1bit/1byte	X	X		X	
5	Upper button Central upper button Central lower button Lower button	Multiple press - Value 5 long press	(if set as "Push button" and "*Switching module with several objects/Multiple presses*" function selected) to send a message in the event of long press.	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				
					C	R	W	T	U
5	Upper button Central upper button Central lower button Lower button	Multiple press - Value 5 long press	(if set as “Push button” and "*Switching module with several objects/Multiple presses*” function selected) to call up/store a scenario in the event of long press.	1 byte	X	X		X	
6	Upper button Central upper button Central lower button Lower button	Long sequence - Value 2	(if set as “Push button” and "*Switching module with several objects/Sequence*” function) - to send the second 1 bit sequence message on long press.	1bit	X	X		X	
6	Upper button Central upper button Central lower button Lower button	ON/OFF status - Multiple press 1	(if set as “Push button” and "*Switching module with several objects/Multiple presses*” function selected) required for Toggle mode.	1 bit	X		X		X
7	Upper button Central upper button Central lower button Lower button	Long sequence - Value 3	(if set as “Push button” and "*Switching module with several objects/Sequence*” function) - to send the third 1 bit sequence message on long press.	1bit	X	X		X	
7	Upper button Central upper button Central lower button Lower button	ON/OFF status - Multiple press 2	(if set as “Push button” and "*Switching module with several objects/Multiple presses*” function selected) required for Toggle mode.	1bit	X		X		X
8	Upper button Central upper button Central lower button Lower button	Long sequence - Value 4	(if set as “Push button” and "*Switching module with several objects/Sequence*” function) - to send the fourth 1 bit sequence message on long press.	1bit	X	X		X	
8	Upper button Central upper button Central lower button Lower button	ON/OFF status - Multiple press 3	(if set as “Push button” and "*Switching module with several objects/Multiple presses*” function selected) required for Toggle mode.	1bit	X		X		X
9	Upper button Central upper button Central lower button Lower button	ON/OFF status - Multiple press 4	(if set as “Push button” and "*Switching module with several objects/Multiple presses*” function selected) required for Toggle mode.	1bit	X		X		X
10	Upper button Central upper button Central lower button Lower button	ON/OFF status - Multiple press - long press	(if set as “Push button” and "*Switching module with several objects/Multiple presses*” function selected) required for Toggle mode in long press.	1 bit	X		X		X
11	Upper button Central upper button Central lower button Lower button	Pressure feedback	to send an ON control on pressing the button (normally used to wake up a button that performs the same function).	1 bit	X	X		X	
12	Upper button Central upper button Central lower button Lower button	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
13	Upper button Central upper button Central lower button Lower button	LED status	To view the ON or OFF status on the LED.	1 bit	X		X		X
13	Upper button Central upper button Central lower button Lower button	LED status	(if set as "Push button" and "*View Only*” function selected) - to turn the LED on and off with a 1 bit object.	1 bit	X		X		X

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

Communication objects and ETS parameters

SWITCHING MODULE FUNCTIONAL UNIT

List of existing communication objects and standard settings

No.	ETS name	Function	Description	Length	Flag				
					C	R	W	T	U
SWITCHING MODULE MODE 1									
1	Buttons	On/Off	(if set as "Switching module" and the "*On/Off switching*" function is selected) - to send "On/Off" messages pressing the top/bottom or bottom/top part of the double push button respectively	1 bit	X	X		X	
1	Buttons	ON/OFF control	(if set as "Switching module" and "*Dimmer control*" function) to control a dimmed light.	1 bit	X	X		X	
1	Buttons	Roller shutter Up/Down	(if set as "Switching module" and "*Roller shutters*" function) to control the operation of a roller shutter.	1 bit	X	X		X	
2	Buttons	Dimmer control	(if set as "Switching module" and "*Dimmer control*" function) to control a dimmed light	4 bit	X	X		X	
2	Buttons	Venetian blind On/Off	(if set as "Switching module" and "*Roller shutters*" function) to stop a roller shutter or the movement of the slat.	1 bit	X	X		X	
3	Buttons	ON/OFF status	(if set as "Switching module" and "*Power on/off*" function selected with "*Toggle*" enabled) to have the toggle function on both buttons.	1 bit	X		X		X
3	Buttons	Dimming On/Off status	(if set as "Switching module" and "*Dimmer control*" function selected) to be able to view the load status and have the toggle function on both buttons in the event the "Toggle" function is enabled.	1 bit	X		X		X
4	Buttons	Absolute value Info	(if set as "Switching module" and "*Dimmer control*" function set) to be able to have information about the brightness of the load and thus view it on the device using one of the status icons described in the "Icons and animations" paragraph.	1 byte	X		X		X
4	Buttons	Absolute value Info	(if set as "Switching module" and "*Roller shutters*" function set) to be able to receive information about the height of the roller shutter and view it on the device using one of the status icons described in the "Icons and animations" paragraph.	1 byte	X		X		X
5	Buttons	Pressure feedback	to send an ON control on pressing one of the 2 buttons (normally used to wake up a button that performs the same function).	1 bit	X	X		X	
6	Buttons	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

CENTRAL LED FUNCTIONAL UNIT

List of existing communication objects and standard settings

The central LED matrix is available for articles 32121.x, 32123.x, 32131.G and 31133.G when the buttons are configured as push buttons.

No.	ETS name	Function	Description	Length	Flag				
					C	R	W	T	U
2 PUSH BUTTON MODE									
1	LED matrix	Switching On/Off	to switch the central LED matrix on and off in the event of "central LEDs/Function/On/Off".	1 bit	X		X		X
1	LED matrix	Alarm	to switch the central LED matrix on and off with settable flashing in the event of "central LEDs/Function/Alarm".	1 bit	X		X		X
2	LED matrix	Scenario	to provide scenario call up feedback via the brief switch-off of the central matrix.	1 byte	X		X		X
3	LED matrix	Status	to send the status of the central LED matrix. The group address of this object must be different from that of "Switching On/Off" or "Alarm".	1 bit	X	X		X	

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

Communication objects and ETS parameters

DEVICE FUNCTIONAL UNIT

List of existing communication objects and standard settings

No.	ETS name	Function	Description	Length	Flag				
					C	R	W	T	U
2 PUSH BUTTON MODE									
1	Device	Backlighting Wake-up	to receive the activation request from device stand-by.	1 bit	X		X		X
2	Device	Proximity detection	(if "proximity sending on bus" active and "data type on bus" type "1 bit") to send a one bit control upon detection of the proximity sensor.	1 bit	X	X		X	
3	Device	Proximity detection	(if "proximity sending on bus" active and "data type on bus" type "Scenario") to call up a scenario upon detection of the proximity sensor.	1 byte	X	X		X	
4	Device	Day-Night	to receive information about whether it is day (=0) or night (=1).	1 bit	X		X		X

Max. number of communication objects	Max. number of group addresses	Max. number of associations
59	254	255

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

Communication objects and ETS parameters

Reference ETS parameters

General

Articles 32124.x, 32134.G and 32144.x can be used in "push button" mode so a function can be associated for each button.
Articles 32121.x, 32123.x, 32131.G and 32133.G can be used in “push button” mode as well as in "switching module" mode, so the upper button and the lower button can work together to perform a single function.

General parameters

ETS text	Values available [Default value]	Comment
Debounce time	50...500 ms	Time during which the control ignores any status changes (minimum pressing time)
	[50]	
Time for long action [s]	1...30 s	Minimum press time to perform the action associated with a long press
	[2]	
Return to standby time	10 s	Time to set to decide after how long without user interaction the device returns to standby
	15 s	
	20 s	
	30 s	
	45 s	
	60 s	
	Disabled	
	[10s]	
Receive backlighting wake-up on pressing other controls enabling	Enabled	Allows you to determine whether the device can be woken up by a message on the bus
	Disabled	
	[Disabled]	
Backlighting wake-up value	On	Allows you to determine which value received from the bus can wake up the device
	Off	
	Both	
	[Both]	
Activated day standby function brightness	Off	
	Low	
	Medium	
	High	
	[High]	
Deactivated day standby function brightness	Off	
	Low	
	Medium	
	High	
	[Low]	
Activated night standby function brightness	Off	
	Low	
	Medium	
	High	
	[Medium]	

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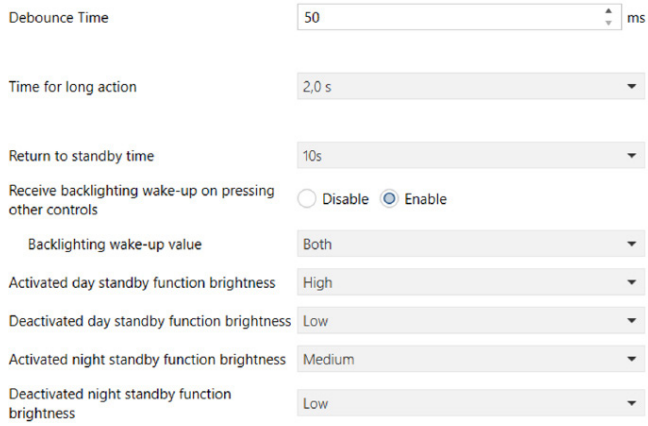

General settings

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ETS text	Values available [Default value]	Comment
Deactivated night standby function brightness	Off	
	Low	
	Medium	
	High	
	[Low]	

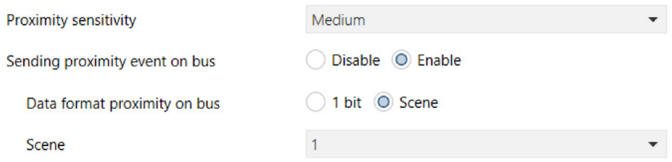
Communication objects and ETS parameters

Proximity

The parameters for the proximity function must be considered for the entire device and not limited to the individual function. They allow you to set the sensitivity of the proximity and to decide whether to send a 1 bit message or call up a scenario upon proximity detection. The articles featuring proximity (proximity sensor) are 32123.x, 32124.x, 32133.G and 32134.G.

Proximity configuration

ETS text	Values available [Default value]	Comment
Proximity sensitivity	Disable	Allows you to set the presence detection sensitivity
	Low	
	Medium	
	High	
	[Medium]	
Sending proximity event on bus	Disable	To enable sending a message on the bus upon presence detection
	Enable	
	[Enable]	
Format of data to send on the bus for proximity	1 bit	Allows you to choose whether to send a 1 bit message or call up a scenario upon presence detection
	Scenario	
	[Scenario]	
Scenario	1..64	To choose the number of the scenario to call up
	[1]	



Proximity settings

Button configuration

Each button can be configured like a push button or 2 buttons can be joined together to act as a switching module (rocker button).

Button configuration

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

Button configuration

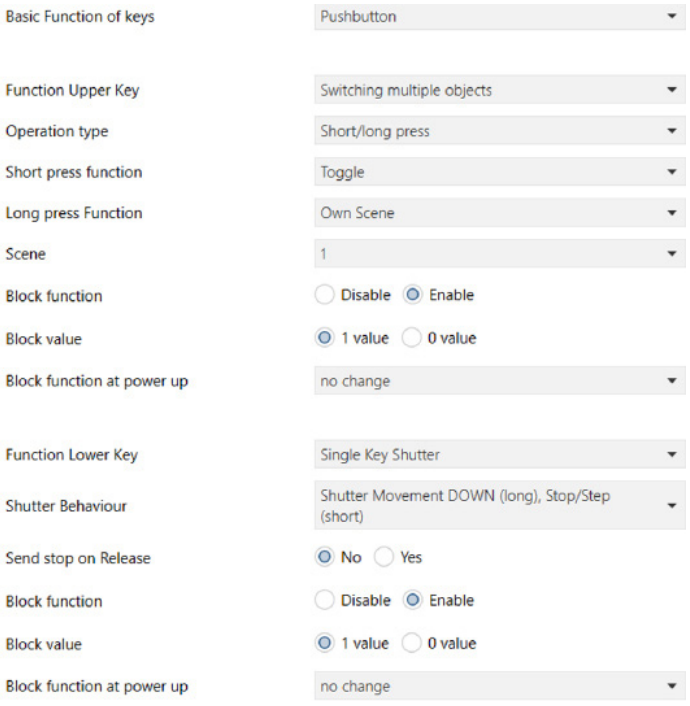
Communication objects and ETS parameters

PUSH BUTTON Mode

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

Push button configuration

ETS text	Values available [Default value]	Comment
Function	255 = disabled	Identical for upper and lower buttons and, where present, upper and lower central buttons
	0 = switching one object	
	1 = switching several objects	
	2 = single push button dimming	
	3 = single push button roller shutter control	
	4 = viewing only	
	[255]	

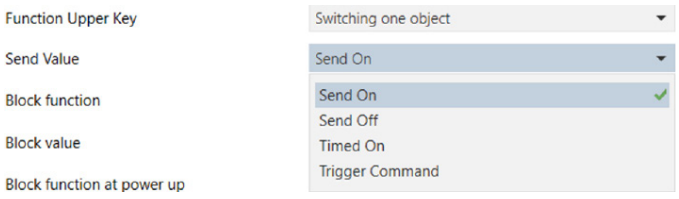


Button configuration

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

"Switching one object" parameters

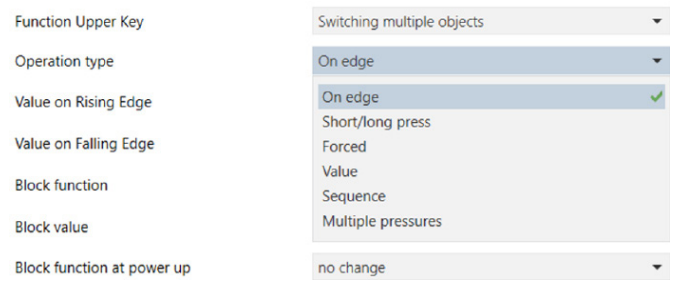
ETS text	Values available [Default value]	Comment
Value to send	0 = send ON	Possibility of choosing whether to send an ON message, an OFF message, an ON message with a set time or with trigger control
	1 = send OFF	
	2 = timed ON	
	3 = trigger control	
	[0]	
Time in seconds	1…32000 s	Only if timed
	[30]	



"Switching one object" parameter

"Switching several objects" parameters

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



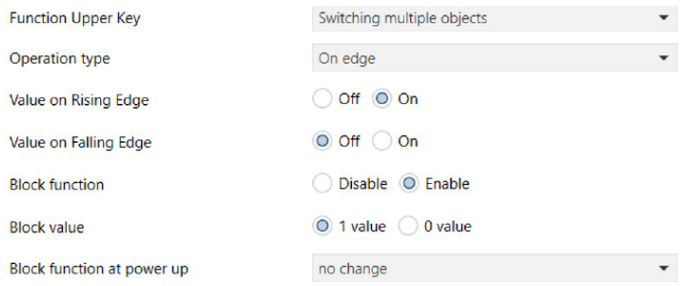
"Switching several objects" parameter

Communication objects and ETS parameters

"Switching several objects/on the edge" parameters

To obtain a "Bell" ON/OFF and OFF/ON function.

ETS text	Values available [Default value]	Comment
Value on the rising edge	0 = send OFF	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]	

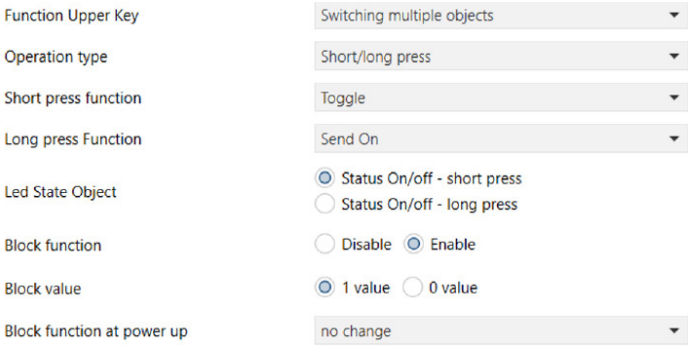


"Switching several objects/on the edge" parameter

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

To send cyclical ON/OFF messages with push button.

ETS text	Values available [Default value]	Comment
Short press function	No reaction	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 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]	
LED status object	ON/OFF status - short press	Allows you to determine whether the LED aligns with the status object for short or long press
	ON/OFF status - long press	
	[ON/OFF status - short press]	



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

"Switching several objects/Short-long press" parameter with options for the scenario

A scenario can be activated or stored.

ETS text	Values available [Default value]	Comment
Short press function	0 = no action	If enabled, a short push button press saves a scenario in the bus or calls up a scenario
	1 = 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]	

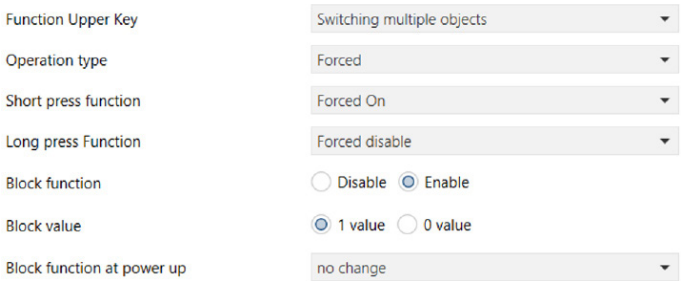
"Switching several objects/Short-long press" parameter

Communication objects and ETS parameters

"Switching several objects/Forcing" parameter

The push button can be used for forcing functions.

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

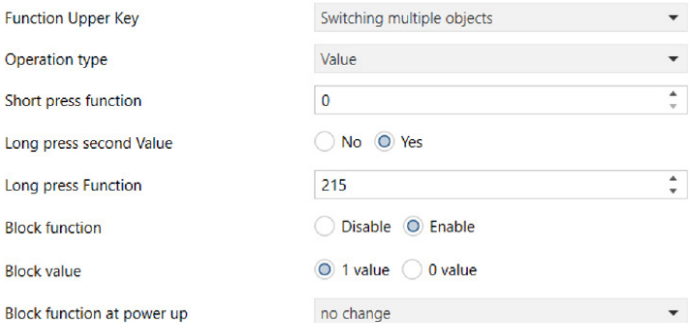


"Switching several objects/Forcing" parameter

"Switching several objects/Value" parameter

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

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

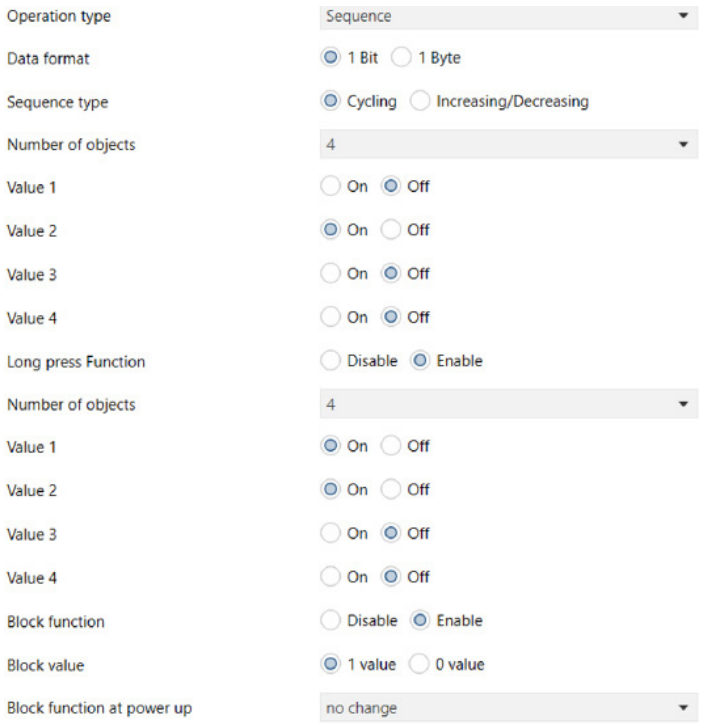


"Value" parameter

Communication objects and ETS parameters

"Switching several objects/Sequence" parameters

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



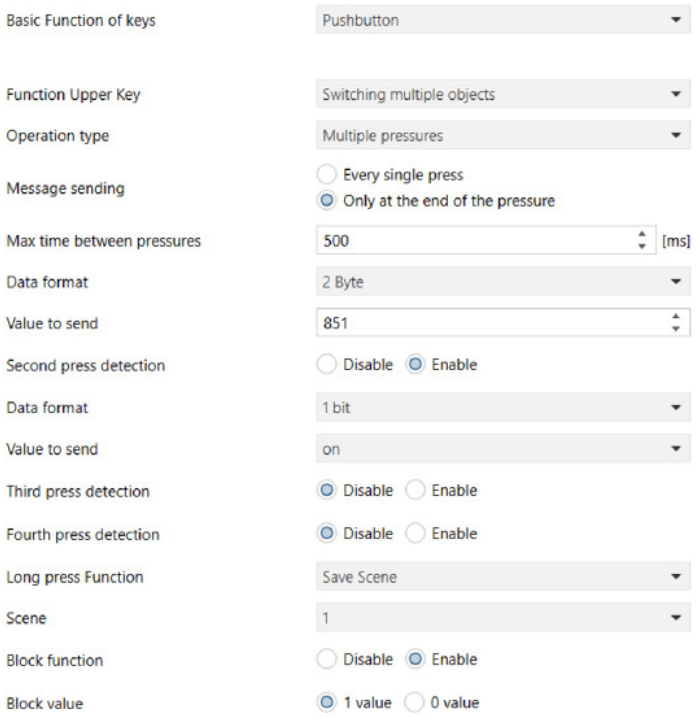
"Switching module with several objects/Sequence" parameters

Communication objects and ETS parameters

"Switching several objects/Multiple presses" parameters

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

Continued



"Switching several objects/Multiple presses" parameter

Continued

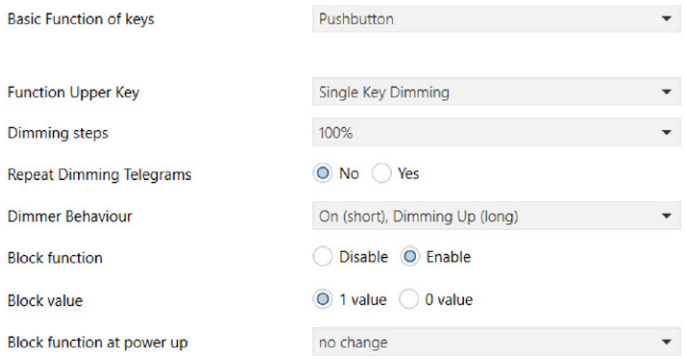
ETS text	Values available [Default value]	Comment
Data format	0 = 1 bit	Type of data to send
	1 = 1 byte	
	2 = 2 byte	
	[0]	
Value to send (if data format = 1bit)	0 = Off	1 bit values to send for short press
	1 = ON	
	2 = Toggle	
	[0]	
Value 1..n (if data format = 1byte)	0÷255	1 byte values to send for short press
	[0]	
Value 1..n (if data format = 2byte)	0÷ 65535	2 byte values to send for short press
	[0]	
Long press function	No reaction	To enable the sending of a message for long press
	Toggle	
	Send ON	
	Send OFF	
	Save scenario	
	Call up scenario	
	[No reaction]	
Scenario	1..64	Number of the scenario called up or saved on long press
	[1]	

Communication objects and ETS parameters

"Single push button dimmer control" parameter

Dimmer control with a single push button.

ETS text	Values available [Default value]	Comment
Dimming step	1.5....100% **[100%]**	Sets the control speed
Repeat control telegrams	0 = No 1 = Yes **[0]**	Sets the control mode (continuous or step-step)
Repeat time	0.3....5 s **[1.0 s]**	Control message repeat time
Dimmer behaviour	Toggle (short press) increase/decrease (long press) ON (short press) increase (long press) OFF (short press) decrease (long press) **[Toggle (short press) increase/decrease (long press)]**	Possibility of choosing the behaviour for short and long press

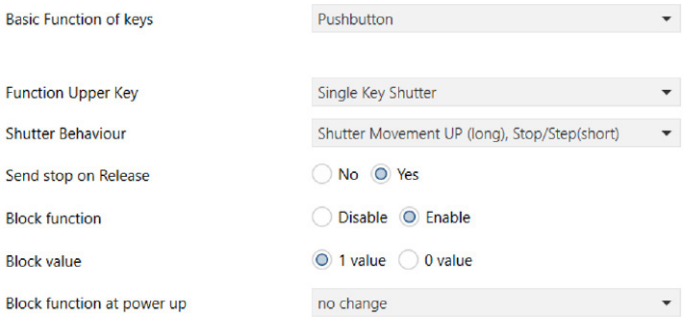


"Single push button dimmer control" parameters

"Single push button roller shutter control" parameter

Roller shutter control with a single push button.

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



"Single push button roller shutter control" parameters

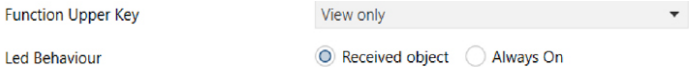
Note.

By setting "Push button" and selecting the "*Single push button dimming*" function or the "*Toggle object*" function or the "*Single push button roller shutter control*" function, this object must be associated with the group with the light "ON/OFF 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.

"Viewing only" parameter

The LED or LED matrix corresponding to a button can be used simply to view a status without pressing the button performing an action.

ETS text	Values available [Default value]	Comment
LED behaviour	Received on object Always on **[Received on object]**	Allows you to decide whether the LED (or LED matrix) shows the status received on "LED status" or whether it always stays on



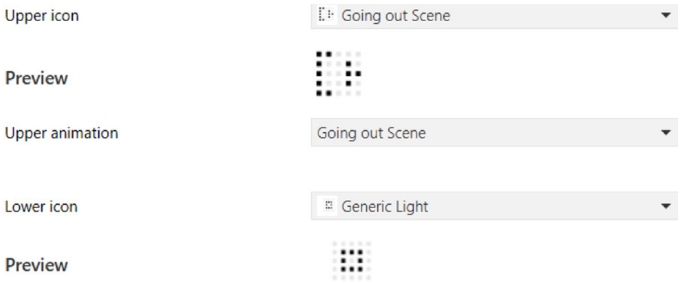
"Viewing only" settings

Communication objects and ETS parameters

"Definition of the button LED matrix for article 32123.x" parameter

The parameters of the LED matrix corresponding to the buttons configured as push buttons can be set by choosing an icon and, in the case of a scenario call up push button, an animation.

ETS text	Values available [Default value]	Comment
Upper icon	Dot	Allows you to choose the icon shown by the LED matrix corresponding to the upper button
	Generic Light	
	...	
	Left scale	
	[Dot]	
Preview		Shows the image chosen in the "Upper icon" parameter
Upper animation	Disabled	Allows you to choose the animation shown by the LED matrix corresponding to the upper button (only if the push button is configured to call up a scenario)
	Entry scenario	
	Going Out scenario	
	[Disabled]	
Lower icon	Dot	Allows you to choose the icon shown by the LED matrix corresponding to the lower button
	Generic Light	
	...	
	Left scale	
	[Dot]	
Preview		Shows the image chosen in the "lower icon" parameter
Lower animation	Disabled	Allows you to choose the animation shown by the LED matrix corresponding to the lower button (only if the push button is configured to call up a scenario)
	Entry scenario	
	Going Out scenario	
	[Disabled]	



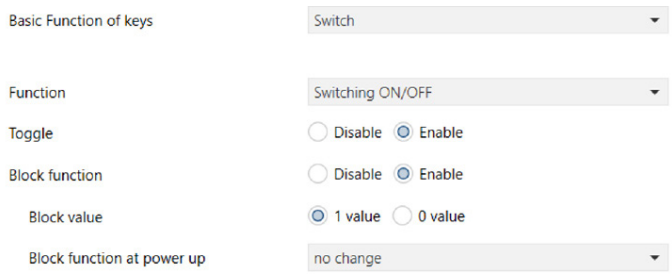
"Definition of the button LED matrix for article 32123.x" parameters

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

"Switching module" configuration

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

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



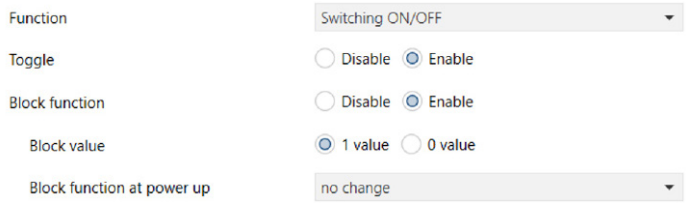
"Switching module" parameters

Communication objects and ETS parameters

"ON/OFF switching" parameter

To perform On/Off with 2 push buttons that make up the switching module.

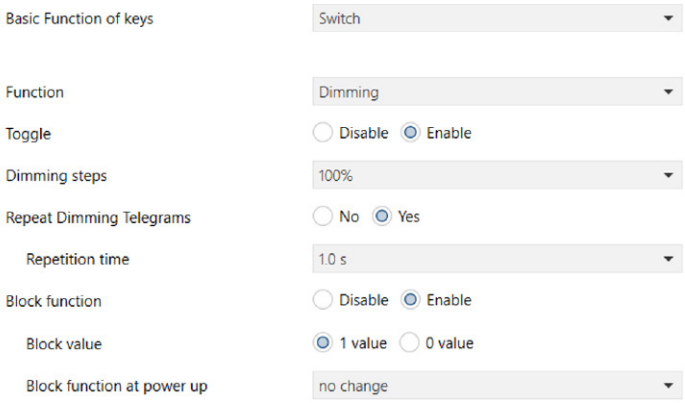
ETS text	Values available [Default value]	Comment
Toggle	Active	If active, you can perform a toggle regardless of whether you press the upper or lower button
	Not active	
	[Active]	



"ON/OFF switching" parameters

"Dimmer control" parameter

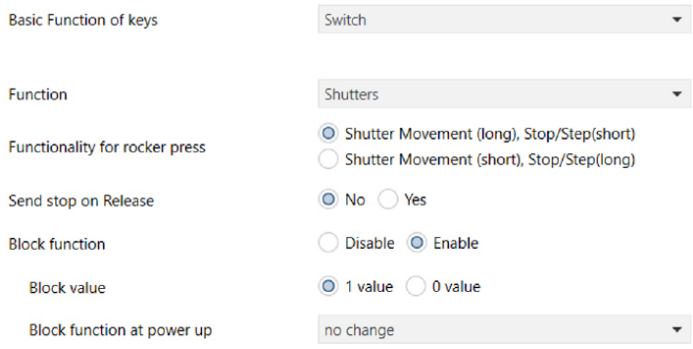
ETS text	Values available [Default value]	Comment
Dimming step	0....100%	Sets the control speed
	[100%]	
Direction	Brighter/Darker	Possibility of choosing the direction of the switching module
	Darker/Brighter	
	[Brighter/Darker]	
Toggle	Active	If active, you can perform a toggle regardless of whether you press the upper or lower button
	Not active	
	[Active]	



"Dimmer control" parameters

"Roller shutter control" parameter

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



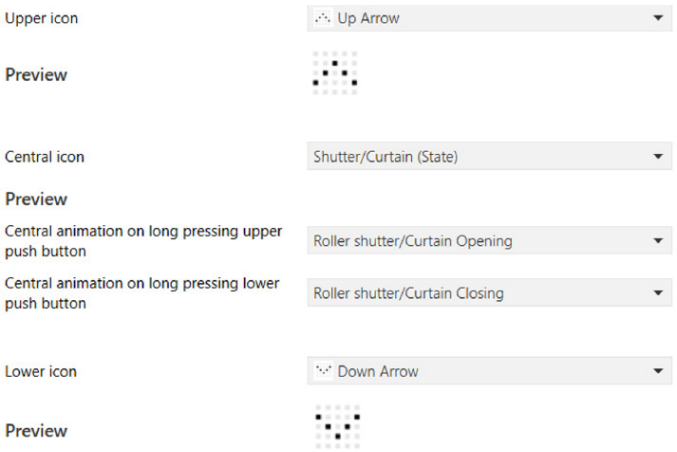
"Roller shutter control" parameters

Communication objects and ETS parameters

"Definition of the LED matrices for the switching module" parameter

The parameters of the LED matrices corresponding to the buttons can be set by choosing an icon and, in the case of the central matrix, an animation. The switching function is envisaged in articles 32121.x, 32123.x, 32131.G and 32133.G.

ETS text	Values available [Default value]	Comment
Upper icon	Dot	Allows you to choose the icon displayed by the LED matrix corresponding to the upper button for art. 32123.x
	Generic Light	
	...	
	Left scale	
	[Dot]	
Preview		Shows the image chosen in the "Upper icon" parameter
Central icon	Dot	Allows you to choose the icon displayed by the LED matrix corresponding to the central icon for art. 32121.x and 32123.x Or you can enable or disable the icon for art. 32131.G and 32133.G
	Generic Light	
	...	
	Left scale	
	[Dot]	
Preview		Shows the image chosen in the "Central icon" parameter
Central animation on long pressing upper push button	Disabled	Allows you to choose the animation displayed by the central LED matrix in the case of value increase for articles 32121.x and 32123.x
	...	
	Going Out scenario	
	[Disabled]	
Central animation on long pressing lower push button	Disabled	Allows you to choose the animation displayed by the central LED matrix in the case of value decrease for articles 32121.x and 32123.x
	...	
	Going Out scenario	
	[Disabled]	
Lower icon	Dot	Allows you to choose the icon shown by the LED matrix corresponding to the lower button
	Generic Light	
	...	
	Left scale	
	[Dot]	
Preview		Shows the image chosen in the "lower icon" parameter



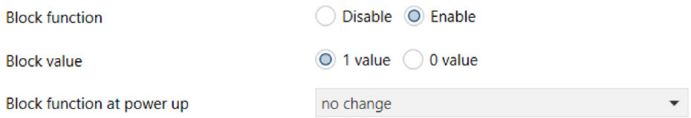
"Definition of the LED matrices for the switching module" parameters

Communication objects and ETS parameters

"Block function" parameter

For each button configured as a push button, you can enable an object allowing the button operation to be blocked. In the event that the buttons are configured as switching module, the object blocks both buttons.

ETS text	Values available [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 upon voltage return	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
	Deactivated	
	Active	
	[No change]	



"Block function" parameters

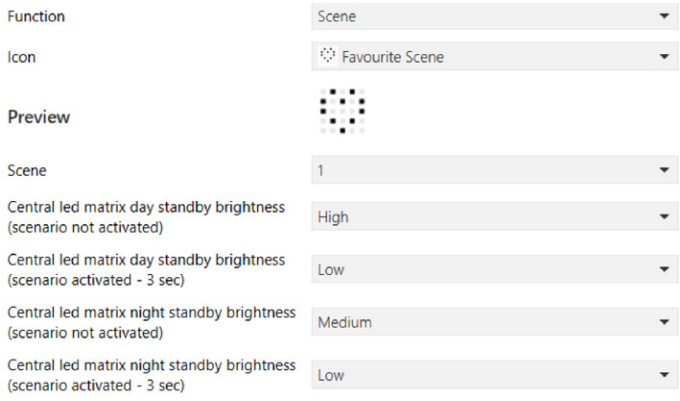
Central matrix

The central LED matrix can be used independently when the buttons are used in "push button" configuration in articles 32121.x, 32123.x, 32131.G and 32133.G. The parameters of the icon of the matrix can be set by choosing from a list.

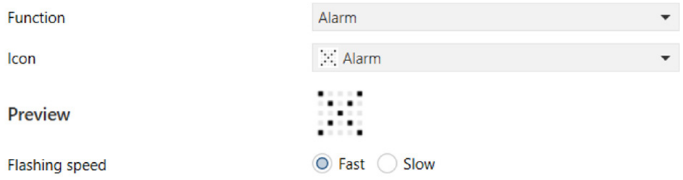
Parameter configuration

ETS text	Values available [Default value]	Comment
Function	Disabled	Allows you to enable and choose the type of display on the central matrix
	On/Off	
	Alarm	
	Scenario viewing	
	[Disabled]	
Flashing speed	Fast flashing	If the function is "Alarm", it allows you to set the flashing speed
	Slow flashing	
	[Slow flashing]	
Scenario	1..64	If the function is "Scenario", it allows you to choose the number of the scenario
	[1]	
Icon	Disabled	Allows you to choose the icon displayed by the LED matrix in art. 32121.x and 32123.x For art. 32131.G and 32133.G only the label option can be chosen
	Dot	
	...	
	Left scale	
	[Dot]	
Preview		Shows the image chosen in the "Central icon" parameter
Central LED matrix day standby brightness (scenario not activated)	Off	To choose the day standby brightness in the event that the function is "Scenario viewing"
	Low	
	Medium	
	High	
	[High]	
Central LED matrix day standby brightness (scenario activated - 3 sec)	Off	To choose the day standby brightness in the event that the function is "Scenario viewing"
	Low	
	Medium	
	High	
	[High]	
Central LED matrix night standby brightness (scenario not activated)	Off	To choose the night standby brightness in the event that the function is "Scenario viewing"
	Low	
	Medium	
	High	
	[Medium]	

Continued



"Central matrix/scenario" parameters



"Central matrix/ alarm" parameters

Continued

ETS text	Values available [Default value]	Comment
Central LED night standby brightness (scenario activated - 3 sec)	Off	To choose the night standby brightness in the event that the function is "Scenario viewing"
	Low	
	Medium	
	High	
	[Low]	

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