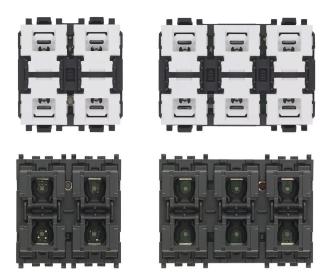


Installer manual



30580-30581-30582-30585-30586-30587 01580-01581-01582-01585-01586-01587

Home automation system push button control devices, KNX standard





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General characteristics

1. General characteristics

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

The new home automation system control devices stand out for:

- renovated styling and RGB backlighting (on Eikon and Arkè,e each symbol has backlighting, which is a more attractive and functional characteristic, whereas on Plana each indicator lens and non-illuminated symbol has backlighting);
- management of short, long and timed button press;
- single code for the three series: Eikon, Arkè and Plana (the button covers relating to the chosen wiring series are then fitted on the device);
- three types of device (with push buttons, with push buttons and relay actuator, with push buttons and roller shutter/slat actuator) to save space it the switchboard, when using controls with actuators:
- two types of modular design (2 and 3 modules) for maximum installation flexibility;
- 4 activations for 2-module devices (4 push buttons);
- 6 activations for 3-module devices (6 push buttons);
- RGB LED with adjustable brightness (visible in darkness/night function), colour coordinated with the thermostats;
- reduced dimensions of flush mounting box for more practical wiring;
- requiring the application of the new button covers in the 1- or 2-module versions, with a set of differentiated symbols for each series and finish, not compatible with the previously available controls.

1.1 Device firmware and ETS version to use

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

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



Devices

2. Devices

General characteristics

The devices are equipped with four or six independent buttons that can be used as ON/OFF controls and for controlling roller shutters and lights; moreover:

- art. 30581-01581 and 30586-01586 are fitted with an actuator for light control;
- art. 30582-01582 and 30587-01587 are fitted with an actuator for roller shutter control.

Functions

The push buttons can be used in two ways:

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

For all three functions, the direction of the controls can be inverted.

The following can be set for the RGB LEDs:

- The colour of each individual LED by choosing from a list or setting the RGB coordinates using the ETS software
- The brightness or flashing, again using the ETS software

The actuator output can be used in two ways:

- Switching module (power on and off via bus controls and according to the parameters set during configuration).
- Stair light (timed lighting).

The roller shutter output can be used in two ways:

- Roller shutter
- Venetian blind (with slat control).

Behaviour after bus power on/off

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

Behaviour after reset

If the parameter "Behavior at bus power on" is:

- "no change" after reset the relay assumes the last value memorized when the bus power shuts down;
- -"off" after reset the relay will be open;
- -"on" after reset the relay will be closed.

Scenarios

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



Communication objects and ETS parameters

3. Communication objects and ETS parameters

SWITCHING MODULE AND PUSH BUTTON FUNCTIONAL UNITS

List of existing communication objects and standard settings

No.	ETS name	Function	Description	Length			lag		
		· unodon	2000.paon	_0119411	С	R	W	Т	U
2 PUS	SH BUTTON MODE			I					
1	Up key	Value to send	(if set as "Push button" and the "switching 1 object" function is selected) - to send "ON/OFF/timed ON" messages.	1 bit	X	X		X	
1	Up key	Sends value - short press	(if set as "Push button" and "Short/Long press" function) - to send "Toggle/send ON/send OFF" messages with short press: if used in Toggle mode, also associate the object of "ON/OFF state" of the button in the same group as this object.	1 bit	X	X		X	
1	Up key	Send forcing	(if set as "Push button" and " Switching module with several objects/Forcing" function) to send one of the forcing functions for selection as "forcing On/forcing OFF/Forced disable"	2 bit	X	Х		X	
1	Up key	Send value - up	(if set as "Push button" and " Switching module with several objects/on the edge" function) to send one of functions for selection as "ON/OFF on the rising edge" (pressing the button)	1 bit	X	Х		X	
1	Up key	Scenario - short press	(if set as "Push button" and " Switching module with several objects/Short-long press/call up or store scenario" function) to call up or store a scenario on short press.	1 byte	X	X		X	
1	Up key	Send value - short press	(if set as "Push button" and " Switching module with several objects/Value" function) to send a value that can be set between 0 and 255 on short press.	1 byte	X	X		Х	
1	Up key	ON/OFF control	(if set as "Push button" and "Single push button dimming" function) to control a dimmed light	1 bit	X	X		X	
1	Up key	Short sequence - Value 1	(if set as "Push button" and "Switching module with several objects/Sequence" function) - to send the first 1 bit or 1 byte sequence message on short press.	1 bit/1 byte	X	Х		Х	
1	Up key	Multiple press - Value 1	(if set as "Push button" and "Switching module with several objects/Multiple presses" function) - to send a message at the first event of multiple presses.	1bit/1byte/ 2byte	X	Х		X	
1	Keys	ON/OFF	(if set as "Switching module" and the "Power on/off" function is selected) - to send "On/Off" messages pressing the top/bottom or bottom/top part respectively (direction set by the parameter) on the double push button		X	Х		X	
1	Keys	ON/OFF control	(if set as "Switching module" and "Dimmer control" function) to control a dimmed light. The controls of the switching module can be inverted using the parameter.	1 bit	X	X		X	
1	Keys	Roller shutter Up/Down	(if set as "Switching module" and "Roller shutters" function) to control the operation of a roller shutter. The controls of the switching module can be inverted using the parameter.	1 bit	X	X		X	
1	Up key	Sends value - long press	(if set as "Push button" and "short/long press" function) - to send "Toggle/send ON/send OFF" messages with long press: if used in Toggle mode, also associate the object of "ON/OFF state" of the button in the same group as this object.	1 hit	X	X		X	
1	Up key	Venetian blinds / Stop	(if set as "Push button" and "Roller shutter single push button control" function) - to stop the roller shutter on short press.	1 bit	X	X		Х	
1	Up key	Send value - long press	(if set as "Push button" and " Switching module with several objects/Value" function) - to send a value that can be set between 0 and 255 on long press.	1 byte	X	X		Х	
2	Up key	Dimmer control	(if set as "Push button" and "Single push button dimming" function) to control a dimmed light	4 bit	X	Х		X	
2	Up key	Send value - down	(if set as "Push button" and " Switching module with several objects/on the edge" function) to send one of functions for selection as "ON/OFF on the falling edge (release the button)	1 bit	X	Х		X	
2	Up key	Send forcing	(if set as "Push button" and " Switching module with several objects/Forcing" function) to send one of the forcing functions for selection as "forcing On/forcing OFF/Forced disable"	2 bit	X	Х		Х	
2	Up key	Scenario - long press	(if set as "Push button" and " Switching module with several objects/Short-long press/call up or store scenario" function) to call up or store a scenario on long press.	1 byte	X	X		X	
2	Up key	Short sequence - Value 2	(if set as "Push button" and "Switching module with several objects/Sequence" function) - to send the second 1 bit or 1 byte sequence message on short press.	1 bit/1 byte	X	X		X	



Communication objects and ETS parameters

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



Communication objects and ETS parameters

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



Communication objects and ETS parameters

Continued

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

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

Number of communication objects	Max. number of group addresses	Max. number of associations
18	254	255



Communication objects and ETS parameters

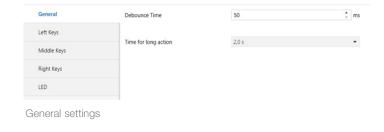
Reference ETS parameters

General

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

General parameters

ETS text	Values available [Default value]	Comment	
Debounce time	50500 ms	Time during which the control ignores any state change (mini-	
Debourice time	[50]	mum pressing time)	
Time for long	130 s	Minimum press time to per- form the action associated with	
action [s]	[2]	a long press	



Button configuration

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

Button configuration

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

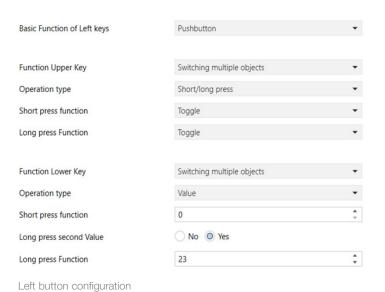


PUSH BUTTON Mode

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





Communication objects and ETS parameters

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

"Switching one object" parameters

ETS text	Values available [Default value]	Comment	
	0 = send ON	Possibility of choosing whether	
Value to send	1 = send OFF	to send an ON message, an	
value to serio	2 = timed ON	OFF message or an ON mes-	
	[0]	sage with a set time	
Time in seconds	132000 s	Only if timed	
Time in seconds	[30]		

"Switching several objects" parameters

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

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

Values available [Default value]	Comment	
0 = send OFF	On much level on the mile	
1 = send ON	On pressing the push button it will send ON or OFF	
[1]	Will Scho Ol V Ol Ol I	
0 = send OFF	On releasing the push button it will send ON or OFF	
1 = send ON		
[0]		
	[Default value] 0 = send OFF 1 = send ON [1] 0 = send OFF 1 = send ON	

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

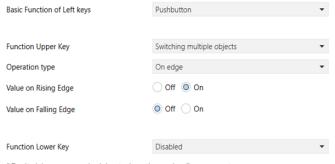
ETS text	Values available [Default value]	Comment
	No reaction	Possibility of choosing the message to send on a short press of the push button. By choosing
	Toggle	
Short press function	Send ON	"Toggle", ON/OFF/ON etc. will be sent in sequence with each press
	Send OFF	of the push button. Both the con-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



[&]quot;Switching one object" parameter



[&]quot;Switching several objects" parameter



[&]quot;Switching several objects/on the edge" parameter



[&]quot;Switching several objects/Short-long press" parameters with Toggle and ON/OFF" options



Communication objects and ETS parameters

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

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

Basic Function of Left keys

Pushbutton

Function Upper Key

Switching multiple objects

Coperation type

Short/long press

Short press function

Cown Scene

1

Comp press Function

Save Scene

Scene

3

Function Lower Key

Disabled

T

Switching several objects/Short-long press" parameter

[&]quot;Switching several objects/Forcing" parameter The push button can be used for forcing functions.

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

Basic Function of Left keys	Pushbutton	•
Function Upper Key	Switching multiple objects	*
Operation type	Forced	*
Short press function	Forced On	*
Long press Function	Forced disable	•
Function Lower Key	Disabled	•
"Switching several objects/Forcing" parameter		

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

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

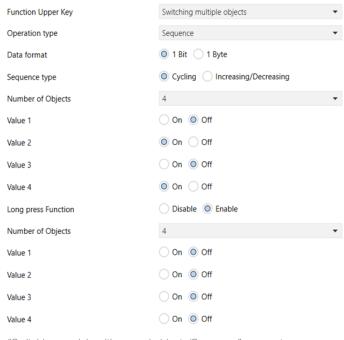
Basic Function of Left keys	Pushbutton	•
Function Upper Key	Switching multiple objects	•
Operation type	Value	•
Short press function	0	*
Long press second Value	○ No ③ Yes	
Long press Function	215	*
Function Lower Key	Disabled	•
"Value" parameter		



Communication objects and ETS parameters

"Switching several objects/Sequence" parameters

ETS text	Values available [Default value]	Comment	
	0 = 1 bit		
Data format	1 = 1 byte	Type of data to send	
	[0]		
If data format = 1 k	pit		
	0 = Cyclical	By choosing cyclical sequence, for each press the data on the objects Value 1, Value 2, Value 2, Value 1, Value 2, Value 2, Value 2, Value 3, Value 3, Value 3, Value 4, Value 1, Value 2, Value 2, Value 2, Value 4, Value 1, Value 2, Value 2, Value 4, Value 1, Value 2, Value	
Type of sequence	1 = Increasing/Deceas- ing	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,	
	[0]	Value 3, Value 4, Value 3, Value 2, Value 1, Value 2, Value 3, Value 4 are sent	
Number of objects	0÷4	Number of objects concerned	
Number of objects	[2]	in the sequence for short press	
	0 = ON		
Value 1n	1 = OFF	ON or OFF values to send for short press	
	[1]	Short press	
	Disable		
Long press func- tion	Enable	Enabling of the sequence function for long press	
tion	[Disable]	tion for long press	
	0÷4	Number of objects concerned	
Number of objects	[2]	in the sequence for long press	
	0 = ON		
Value 1n	1 = OFF	ON or OFF values to send for long press	
	[1]	Tong proso	
If data format = 1 k	oyte		
	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	
Type of sequence	1 = Increasing/Deceas- ing	4, Value 1, Value 2, Value 3, Value 4 are sent By choosing increasing/ decreasing sequence, the data	
	[0]	Value 1, Value 2, Value 3, Value 4, Value 3, Value 2, Value 1, Value 2, Value 3, Value 4 are sent	
	0÷4	Number of different values to	
Number of values	[2]	send in the sequence for short press	
	0÷255		
Value 1n	[0]	Values to send for short press	
Long press function	Disable		
	Enable	Enabling of the sequence function for long press	
	[Disable]	ation long prood	
	0÷4	Number of different values to	
Number of values	[2]	send in the sequence for long press	
	0÷255		
Value 1n	[0]	Values to send for long press	





Communication objects and ETS parameters

"Switching several objects/Multiple presses" parameters

ETS text	Values available [Default value]	Comment
	0 = Each single press	To establish whether to send
Message trans- mission	1 = Only at the end of	the messages at all presses in the series or only at the end of
miodicii	pressing [0]	the series.
Marriago una tima a	100÷32000 ms	This times determines the size of
Maximum time between presses	[500]	This time determines the end of the series of presses
	0 = 1 bit	
5. (.	1 = 1 byte	
Data format	2 = 2 byte	Type of data to send
	[0]	
	0 = OFF	
Value to send (if	1 = ON	1 bit values to send for short
data format = 1bit)	2 = Toggle	press
	[0]	
Value 1n (if data	0÷255	1 byte values to send for short
format = 1byte)	[0]	press
Value 1n (if data	0÷ 65535	2 byte values to send for short
format = 2byte)	[0]	press
	Disable	
Detection of sec-	Enable	Enabling management of sec-
ond press	[Disable]	ond press
	0 = 1 bit	
	1 = 1 byte	
Data format	2 = 2 byte	Type of data to send
	[0]	
	0 = OFF	
Value to send (if	1 = ON	1 bit values to send for short
data format = 1bit)	2 = Toggle	press
	[0]	
Value 1n (if data	0÷255	1 byte values to send for short
format = 1byte)	[0]	press
Value 1n (if data	0÷ 65535	2 byte values to send for short
format = 2byte)	[0]	press
	Disable	
Detection of third press	Enable	Enabling management of third press
	[Disable]	p. 666
	0 = 1 bit	
Data format	1 = 1 byte	Type of data to send
Data format	2 = 2 byte	,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,
	[0]	
	0 = OFF	
Value to send (if data format = 1bit)	1 = ON 2 = Toggle	1 bit values to send for short press
	[0]	11
	0÷255	
Value 1n (if data format = 1byte)	[0]	1 byte values to send for short press
	1	<u> </u>
Value 1n (if data format = 2byte)	0÷ 65535	2 byte values to send for short press
	[0]	

0.5 % (0.6)	0.11	
Basic Function of Left keys	Pushbutton	*
Function Upper Key	Switching multiple objects	*
Operation type	Multiple pressures	•
Message sending	Every single press	
message senaing	Only at the end of the pressure	
Max time between pressures	500	- [ms]
Data format	2 Byte	•
Value to send	1	‡
Second press detection	Oisable Enable	
Data format	1 bit	•
Value to send	on	•
Third press detection	O Disable C Enable	
Fourth press detection	O Disable C Enable	
"Switching several objects/Multi	iple presses" parameter	

Continued

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



Communication objects and ETS parameters

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

ETS text	Values available [Default value]	Comment	
Dimming step	1.5 100%	Sets the control speed	
Dirining otop	[100%]		
Repeat control tel- egrams	0 = No	Sets the control mode (continuous or step-step)	
	1 = Yes		
egranis	[0]		
Donast time	0.35 s	Control message repeat	
Repeat time	[1.0 s]	time	

Basic Function of Left keys

Pushbutton

Function Upper Key

Single Key Dimming

▼

Dimming steps

100%

Repeat Dimming Telegrams

No ② Yes

Repetition time

1.0 s

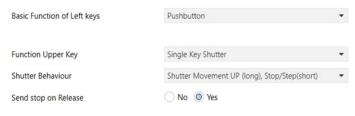
▼

Function Lower Key

Disabled

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

ETS text	Values available [Default value]	Comment		
	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 behaviour	Roller shutter up (short press), stop/step (long press)	Possibility of choosing the behaviour for short and 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)]			
	0 = No	Possibility of choosing		
Stop Sending on release	1 = Yes	whether to send the stop		
1616456	[0]	when the push button is released		



[&]quot;Single push button roller shutter control" parameters

Note.

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

[&]quot;Single push button dimming" parameters



Communication objects and ETS parameters

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

"Switching module" configuration

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

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

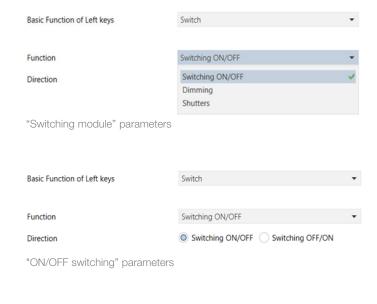
"ON/OFF switching" parameter

To send ON/OFF messages with push button.

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

"Dimmer control" parameter

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



Switch

Dimming

Basic Function of Left keys

Function

Direction

Dimming steps

[&]quot;Dimmer control" parameters



Communication objects and ETS parameters

"Roller shutter control" parameter

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

Basic Function of Left keys	Switch	,
Function	Shutters	,
Functionality for rocker press	Shutter Movement (long), Stop/Step(short) Shutter Movement (short), Stop/Step(long)	
Send stop on Release	○ No ○ Yes	
Direction	Shutter_UP pressing up, Shutter_DOWN pressi.Shutter_DOWN pressing up, Shutter_UP pressi.	
"Roller shutter control" parameter	'S	

LED

LED parameters

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

Select colour of Left upper LED

Colour of Left upper LED

Amber (R 255, G 105, B 0)

LED parameters

○ predefined colours

Custom colours

▼

"Custom colours" parameter

Used to set a different colour from those in the default list.

ETS text	Values available [Default value]	Comment
Red, green, blue (for each	0255	Possibility of choos- ing a user RGB
LED)	[128]	setting for the LED colour

Colour red Left upper LED

128

Colour green Left upper LED

128

Colour blue Left upper LED

128

Custom colours" parameter



Communication objects and ETS parameters

"LED brightness" parameter

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

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





Communication objects and ETS parameters

ACTUATOR FUNCTIONAL UNIT

List of existing communication objects and standard settings

Number	Name in ETC	ame in ETS Function in ETS	Description		Flag				
Number	Name in E15	runction in £15			С	R	W	Т	U
0	OUT	ON/OFF	(If the output is enabled as "Switching module") to switch the output ON/ \ensuremath{OFF}	1 bit	Х		X		
1	OUT	Stair light	(If the output is configured as "Stair light") to control the output with timer	1 bit	X		X		
2	OUT	Block	(If the Out 1 "Block" parameter is activated with "Block" function) to inhibit the Output control from the bus	1 bit	X		X		
3	OUT	Force	(If the Out 1 "Block" parameter is activated with "Forcing" function) to force output to ON/OFF from the bus	2 bit	X		X		
4	OUT	Scenario	(If the output "Scenario" parameter is on), to activate and, if required, store (if the parameter is active) a scenario associated with the output	1 byte	X		X		
5	OUT	State	(If the output is enabled as "Switching module" or "Stair light") to know the state of the output	1 bit	Х	X		Χ	
6	OUT	Logic 1	(If "1/2-object logic" is activated on the output) if a bit = 1 is sent to this object the output will be activated when the "ON/OFF" object and the "Logic 2" object, if present, are also activated (depending on the And/Or conditions that are managed on these objects)	1 bit	X		X		
7	OUT	Logic 2	(If "1/2-object logic" is activated on the output) if a bit = 1 is sent to this object the output will be activated when the "ON/OFF" object and the "Logic 1" object are also activated (depending on the And/Or conditions that are managed on these objects)		Х		X		

 $[{]f C}={f Communication};\ {f R}={f Read};\ {f W}={f Write};\ {f T}={f Transmission};\ {f U}={f Enable}$ update

Standard communication object settings

Communication objects: default settings

Number	Name in ETS	Function in ETS	Langth	anoth Driavity		Flag			
Number	Name in E15	Function in E15	Length	Priority	С	R	W	Т	U
0	Output A	ON/OFF	1 Bit	Low	Χ		Χ		
1	Output A	Stair light (one-position stable Out)	1 Bit	Low	Χ		Х		
2	Output A	Block	1 Bit	Low	Χ		Х		
3	Output A	Forced	2 Bit	Low	Χ		Χ		
4	Output A	Scenario	1 byte	Low	X		Χ		
5	Output A	State	1 Bit	Low	Х	Х		Х	
6	Output A	Logic 1	1 Bit	Low	Χ		Х		
7	Output A	Logic 2	1 Bit	Low	Χ		Х		

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

Number of communication objects	Max. number of group addresses	Max. number of associations
8	254	255



Communication objects and ETS parameters

Reference ETS parameters

Output configuration

Parameter configuration

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

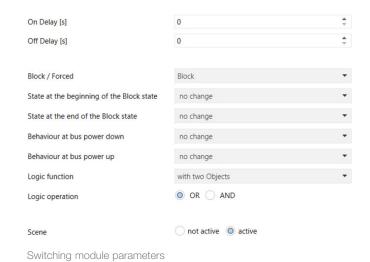
Output Staircase Output configuration

Output: switching module

Parameter configuration

Output configured as switching module.

ETS text	Values available [Default value]	Comment		
	0=normally open			
Туре	1=normally closed			
	[0]			
Activistica dolov	030000 s	Activation dalay in accords		
Activation delay	[0]	Activation delay in seconds		
Deactivation delay	030000 s	Deactivation delay in seconds		
	[0]	Deactivation delay in seconds		
	0 = No action	To block or force the output from the Bus.		
Block/Forced	1 = Block	If the bus is switched off the block/force state is lost and then when the bus is switched		
	2 = Forced	back on the actuator follows the "Behaviour at Bus power up"		
	[0]	parameter.		
	0=Off			
State at block state	1=On			
start	2=no change	If block on		
	[2]			
	0=Off			
State at block state	1=On			
end end	2=no change	If block on		
	[2]			
	0=Off	After downloading the applica-		
	1=On	tion via ETS, the actuator follows		
Behaviour at Bus power-on	2=no change	this parameter request and switches to OFF, ON or main-		
	[2]	tains the state saved when the Bus was last switched off.		
	0=Off			
Behaviour at Bus	1=On			
power off	2=no change			
	[2]			
	0=off			
Logic function	1 = with one object	To enable logics (And/Or) with		
20910 101101011	2 = with two objects	one or two objects		
	[0]			
	0=OR			
Logic operation	1=AND	If the "Logic function" is active		
	[0]			
	0=off	Scenario activation		
Scenario	I=active	If active, an additional page is displayed (see Output, second-		
	[0]	ary element scenario)		



Note.

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



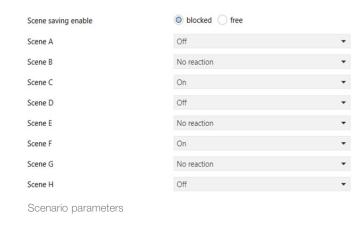
Communication objects and ETS parameters

Output, secondary element scenario

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

Scenario parameters (8 scenarios)

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





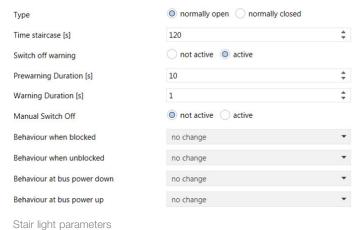
Communication objects and ETS parameters

Output, timed stair light

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

Stair light parameters (one-position stable output management)

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





Communication objects and ETS parameters

ROLLER SHUTTER ACTUATOR FUNCTIONAL UNIT

List of existing communication objects and standard settings

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

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

Number of communication objects	Max. number of group addresses	Max. number of associations
24	254	255



Communication objects and ETS parameters

Standard communication object settings

Number	umber Name in ETS Function in ETS Length		Length Priority	Flag 1					
Number	Name in E13	Full Culoff III E13	Length	Priority	С	R	W	Т	U
0	Automatic	Automatic Position 1	1 Bit	Low	С	0	W	0	0
1	Automatic	Automatic Position 2	1 Bit	Low	С	0	W	0	0
2	Automatic	Automatic Position 3	1 Bit	Low	С	0	W	0	0
3	Automatic	Automatic Position 4	1 Bit	Low	С	0	W	0	0
4	OUT	Roller shutter Up/Down	1 Bit	Low	С	0	W	0	0
5	OUT	Venetian blind Up/Down/Stop	1 Bit	Low	С	0	W	0	0
<u>6</u> 7	OUT	Stop	1 Bit	Low	С	0	W	0	0
7	OUT	Scenario	8 Bit	Low	С	0	W	0	0
8	OUT	Current direction	1 Bit	Low	С	R	0	Т	0
9	OUT	Move	1 Bit	Low	С	R	W	Т	0
10	OUT	Position (absolute)	8 Bit	Low	С	0	W	0	0
11	OUT	Absolute position of Venetian blinds	8 Bit	Low	С	0	W	0	0
12	OUT	Position (actual)	8 Bit	Low	С	R	0	Т	0
13	OUT	Actual position of Venetian blinds	8 Bit	Low	С	R	0	Т	0
14	OUT	Actual position valid	1 Bit	Low	С	R	0	Т	0
15	OUT	Move to reference	1 Bit	Low	С	0	W	0	0
16	OUT	Move to limit	1 Bit	Low	С	0	W	0	0
17	OUT	Upper position state	1 Bit	Low	С	R	0	Т	0
18	OUT	Lower position state	1 Bit	Low	С	R	0	Т	0
19	OUT	Block automatic mode	1 Bit	Low	С	0	W	0	0
21	OUT	Alarm (Wind)	1 Bit	Low	С	0	W	0	0
22	OUT	Alarm (Rain)	1 Bit	Low	С	0	W	0	0
23	OUT	Alarm (Frost)	1 Bit	Low	С	0	W	0	0
24	OUT	Block	1 Bit	Low	С	0	W	0	0

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

Reference ETS parameters

Configuration

The following parameters are exclusive.

General parameters

ETS text	Values available [Default value]	Comment
Output type	255=off	
		Choose whether the output controls slat type Venetian
		blinds or simple roller shutters
	[255]	Diring of diriple folial dilatters

Mode

General settings

O Blinds O Shutter

Automatic parameter activation

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

Parameters in automatic operation

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

Automatic function

not active active

Automatic function parameters



Communication objects and ETS parameters

Parameters

The Venetian blind parameters are not visible for the roller

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

ETS text	Values available	Comment
LIO IGAL	[Default value]	Comment
Execution time (sec)	1-10000 [45]	Movement time if not stopped
Step time for slats	50-1000	Single step duration of the slat
(ms)	[200]	Single step duration of the stat
Slat control time (ms)	10-10000	Full slat rotation time
	[1200]	
Pause at change of direction (ms)	[500]	Sets the change of direction time
Motor start delay	0-255	Sets the delay time between the
(ms)	[0]	command and the start of move- ment (useful for motor starting)
Motor power off	0-255	Sets the time between the con-
Motor power-off delay (ms)	[0]	trol and the end of movement
Position of Venetian blinds at the end of	0%-100%	Sets the slat position at the end from the reference travel 0-100%
movement	[50]	having set the limit stop (100% closed)
01: 1 1: 1	0=off	For feedback on the position on
Object selection for absolute position	1=on	a supervisor, if on, 0%=all up and
absolute position	[0]	100%=all down
	0=no reaction	V
Reaction after moving to reference	1 = Move to previous position [0]	Valid only if the "Select objects for absolute position" parameter is active
	0=off	
	1=on	Only if limitation active: sets upper/lower limits of the Venetian
Driving area: Limitation	[0]	blind travel. Useful for example if when going up/down a blind can overshoot the window opening. The new limits set represent 0% and 100% if the position is recalled through an object with absolute value. With up/down requests, the blind travel may exceed the limits. For supervisors exploiting the absolute position, the new values determined by the limits must be considered.
Lower limit	0%-100% [0%]	Only if limitation on (driving area) (100% = closed)
	0%-100%	Only if limitation on (driving area)
Upper limit	[100%]	Only if limitation on (driving area) (100% = closed)
	0=off	Enables the Venetian blind to be
Scenario	1=on [0]	included in scenarios
	0=off	Defines the possibility of having
Automatic Function	1=on	the Venetian blind with 4 objects devoted to their automatic control from the Bus
	[0]	THO HOTH the Bus
	0=off	Used to view the section with "Warning" parameters, to enable
Warning Function	1=on	the ETS objects to be switched on/off (e.g. a weather station) and obtain the automatic movement of the Venetian blind in the
	[0]	event of rain, wind, frost, block

shutters.





Communication objects and ETS parameters

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

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





Communication objects and ETS parameters

Scenarios

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

Scenario parameters: scenario management

ETS text	Values available [Default value]	Comment
	0=off	The Freehless and the least five
Enable scenario	1=on	The Enable scenario learn func-
saving	[0]	linked to a scenario via a Bus message (scenario learn).
Scenario A Position	0%-100%	100% = Closed
Sceriano A Fosition	[0]	100% = Closed
Scenario A Position	0%-100%	100% = Closed
of slats	[0]	100% = 010seu
Scenario Number A	1-64	Index of scenario
Scenario Number A	[1]	Index of scenario
Scenario Number H		

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

Scenario parameters



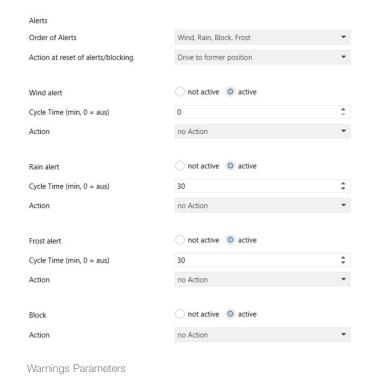
Communication objects and ETS parameters

Output Warnings

Warnings Parameters:

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

ETS text	Values available [Default value]	Comment	
	0 = Wind, Rain,		
	Frost, Block		
	1 = Wind, Rain,		
Manualia a analan	Block, Frost 2 = Wind, Block.	To give a priority to the	
Warning order	Rain, Frost	warnings	
	3 = Block, Wind,		
	Rain, Frost		
	[0]		
	0 = No action 4 = Move to previous	What the output does (Vene-	
A 11 6	position		
Action after warn- ings/block reset	1 = Move up	tian blinds/roller shutter) when	
11190/101001110001	2 = Move down the warning or block ends		
	[0]		
	0 = Off		
"Wind" warning	1 = On		
3	[0]		
		Time by which a message	
Cuala tima a (main O	0-120	must be received on the ob-	
Cycle time (min, 0 = Off)		ject. The receipt of ON on the object or the failure to receive the message is considered	
,	[30]		
	0 = No action	an alarm.	
	1 = Move up		
Action	2 = Move down	Defines what happens in the event of a "Wind" alarm	
		- event of a vvina alaim	
	[0] 0 = Off		
"Rain" warning	1 = On	-	
Tialli Waltiling	[0]		
	1-1	Time by which a message	
0 1 11 / 1 0	0-120	must be received on the ob-	
Cycle time (min, 0 = Off)		ject. The receipt of ON on the object or the failure to receive the message is considered	
- Ony	[30]		
	0 11 11	an alarm.	
	0 = No action 1 = Move up	_	
Action	·	Defines what happens in the	
	2 = Move down	event of a "Rain" alarm	
	[0]		
	0 = Off		
"Frost" warning	1 = On		
	[0]	Time by which a message	
	0-120	must be received on the ob-	
Cycle time (min, 0		ject. The receipt of ON on the object or the failure to receive	
= Off)	[30]		
	[30]	the message is considered an alarm.	
	0 = No action		
A	1 = Move up	Defines what happens in the event of a "Frost" alarm	
Action	2 = Move down		
	[0]	-	
Block	0 = Off		
	1 = On		
	[0]		
Action	0 = No action		
	1 = Move up		
	2 = Move down		
	[0]		





Communication objects and ETS parameters

Automatic function

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

Automatic parameters

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

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

Automatic function parameters



