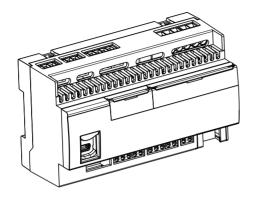


KNX multiapplication controller 10 outputs

Cat.No: 0 484 18





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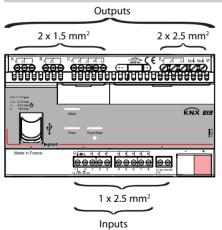
1. USE

The KNX multi-application modular controller has been specially designed to meet requirements for control in hotel rooms and meeting rooms.

It comprises:

- 10 binary outputs that can be configured to control lighting (1 block of 4 relays: 4.3 A max.), blinds (2 blocks of 2 relays: 2.1 A max. to be distributed in each block) and socket outlets (1 block of 2 relays: 16 A max.). Each output can be part of 5 scenarios and 3 different modes. 2 separate current measurements are incorporated.
- 8 configurable auxiliary inputs for ON/OFF, Dim +/-, scene and up/ down/stop commands for roller blinds via switches, push-buttons or other volt-free contact devices.
- Functions for creating scenarios and advanced logic functions: 3 "logic blocks" for sending a command according to 3 conditions and 3 other "program blocks" for sending 5 different actions on 1 command.

2. TECHNICAL FEATURES



Important: Neutral terminals necessary for:

- Synchronisation with the mains power supply
- Measurement of energy consumption

2. TECHNICAL FEATURES (continued)

Controller power supply	27-50 V √/, 6 W
Terminal type	Screw
Number of load terminals	A - B: 2.1 A block 10 outputs C: 4.3 A block E: 16 A block
Number of auxiliary input terminals	8 inputs (G: 8-input block)
Capacity of load terminals	2 x 1.5 mm ² (A to C) 2 x 2.5 mm ² (E)
Capacity of auxiliary input terminals	1 x 2.5 mm ²
KNX connection	0.6 to 0.8 mm ²
Contact type	Bistable relay (block E) and monostable relay (blocks A, B and C)
Location category	Indoor
Degree of protection Penetration by solid and liquid matter	IP 20 (installation in an enclosure)
Impact resistance	IK 04
Number of modules	8
Operating temperature	-5 °C to +45 °C
Storage temperature	-20 °C to +70 °C
No-load power consumption	< 1 W
Power consumption on BUS	5 mA
Weight	85 g

2. TECHNICAL FEATURES (continued)

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			} ?	* + * * * * * * * * * *		\$, []	D			3				
			D		+ 🕸					Z	<u>`</u>)	-\\\\	-	M)]
OUT- PUTS	230 V√ 110 V√	80 VA 40 VA	0.3 A	250 VA 125 VA	1.1 A	250 VA 125 VA	1.1 A	2 (2 X 36) W 1 (2 X 36) W	0.8 A	80 VA 40 VA	0.3 A	80 VA 40 VA	.3 A	500 W 250 W	2.1 A	250 VA 125 VA	1.1 A	250 VA 125 VA	1.1 A
A - B	12 - 48 V√/V=	4-15 VA	0.3 A													13-52 VA	1.1 A	13-52 VA	1.1 A
OUTDUT	220.1/0	160 VA	Ì	500 VA		500 \/Δ		4 (2 X 36) W		160 VA	1	160 VA		1000 W		500 VA		500 \/Δ	
C	230 V √ 110 V √	80 VA	0.7 A	250 VA	2.1 A	250 VA	2.1 A	4 (2 X 36) W 2 (2 X 36) W	1.7 A	80 VA	0.7 A	80 VA 0.	.7 A	500 W	4.3 A	500 VA 250 VA	2.1 A	500 VA 250 VA	2.1 A
											· ·								
OUTPUT	230 V√	500 VA	2.1 A	1000 VA	4.3 A	1000 VA	4.3 A	10 (2 X 36) W 5 (2 X 36) W	4.3 A	500 VA	2.1 A	500 VA 2.	.1 A	3680 W	16 A	500 VA	2.1 A	500 VA	2.1 A
Е	110 V√	250 VA		500 VA		500 VA		5 (2 X 36) W		250 VA		250 VA		1760 W		250 VA		250 VA	

- 1 LED bulbs
- 2 ELV halogen, compact fluorescent and fluorescent bulbs with separate electronic hallast
- ELV halogen, compact fluorescent and fluorescent bulbs with separate ferromagnetic ballast
- 4 Fluorescent tubes

- **5** Compact fluorescent bulbs with built-in electronic ballast
- 6 Compact fluorescent bulbs with built-in ferromagnetic ballast
- 7 Halogen bulbs
- 8 Motors
- Contactors

■ Power supply unit

The controller must be powered by an external power supply. Permitted voltage range: 27 to 50 V \sim /=, 6 W min.

■ Power outputs

- Blocks A and B (2 blocks of 2 relays: 2.1 A max. to be distributed in each block)

For roller blind control functions, exclusive signs (e.g. Do Not Disturb/Make Up Room) and ON/OFF functions (for AC or DC load).

- Block C (1 block of 4 relays: 4.3 A max)

For controlling 4 separate loads. Comprises an energy meter.

- Block E (1 block of 2 relays: 16 A max.)

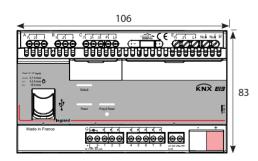
For controlling 2 separate loads. Comprises an energy meter.

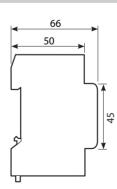
■ Control inputs

- Block G

The controller has a block comprising 1 power supply output (12 V...) and 8 auxiliary inputs. The inputs can take switches or push-buttons which can be used for ON/OFF, dimming, up/down or scenario control, the settings of which can be configured using the ETS configuration software. The power supply enables the controls to have pilot lights (standby).

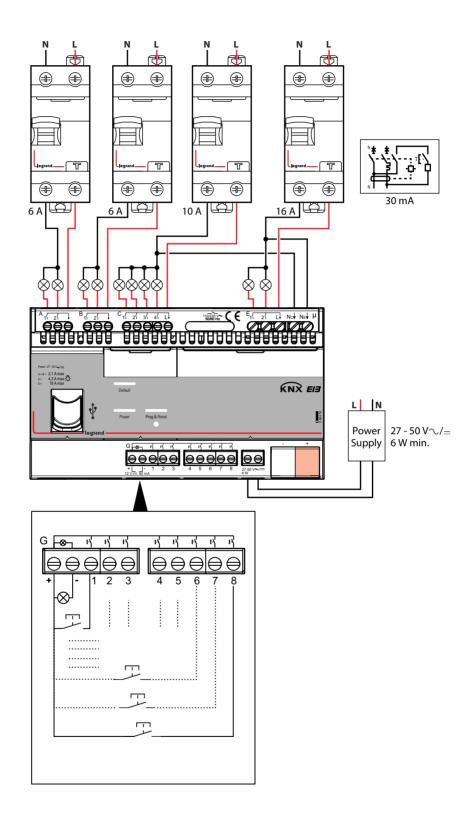
3. DIMENSIONS





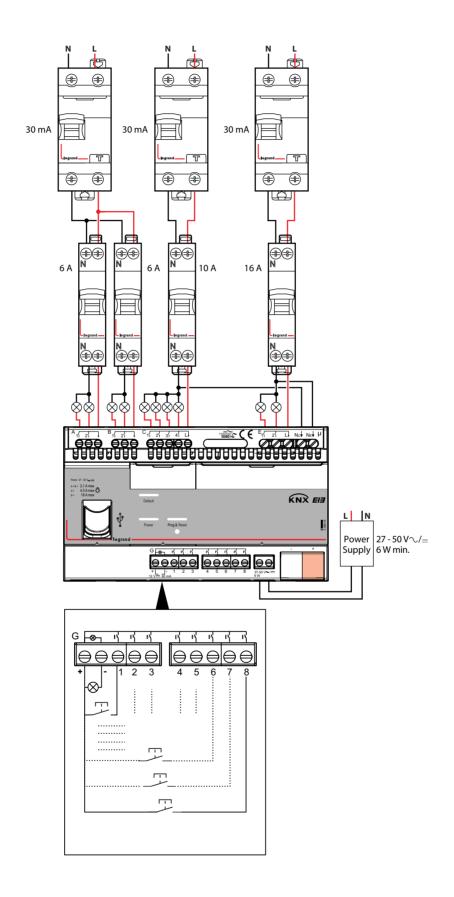
4. CONNECTION

■ Single-phase



4. CONNECTION (continued)

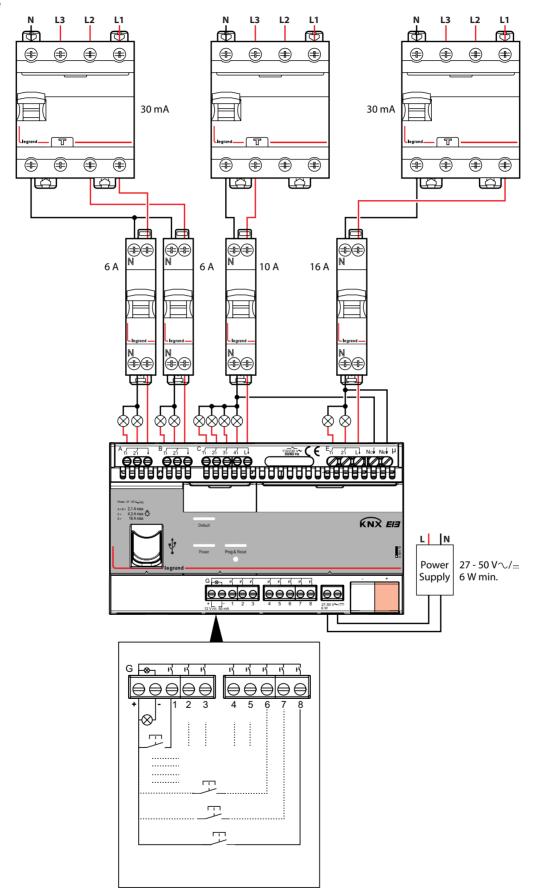
■ Single-phase



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4. CONNECTION (continued)

■ Three-phase



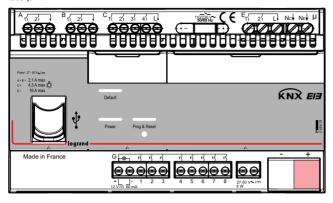
Data sheet: S000084840EN-2

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5. OPERATION

The controller parameters are set using the ETS software tool (version 3f or later).



LED Power Power

- On steady: an ETS application is programmed
- Flashing in 3-flash cycles: default settings (no ETS application programmed).
- Flashing in 1-flash cycles: the controller is initialising.
- Off:
- USB not connected: the controller is not powered by the external power supply.
- USB connected and controller powered: the controller is awaiting a software update.

"Fault" LED Default

- On: indicates a fault. The controller must be restarted by switching the power off and then back on.
- Flashing: the controller is "busy". Do not switch off the power supply.

Programming & Reset LED Prog & Reset

- Off: the controller is not in programming mode.
- Short press (less than 1 second):
- On steady: the controller is in programming mode and the KNX cable is correctly connected/powered.
- Flashing (one 3-flash cycle): the KNX cable is not correctly connected/powered. The controller is not in programming mode.
- Short press (less than 1 second) + long press (10 seconds): restoration of default settings. All the LEDs flash during the reset phase.

USB (do not use)

Reserved for firmware update by the manufacturer.

Default settings (without ETS configuration)

Outputs A and B are configured by default for roller blind operation (30 s time delay).

Outputs C1 to E2 are configured by default for ON/OFF with no time delay.

Inputs G1 to G8 are configured by default for switch operation.

The actions of the default settings are defined in the table below.

GI	G2	G3	G4	G5	G6	G7	G8
A1/A2	B1/B2	C1	C2	C3	C4	E1	E2
UP/DOWN	UP/DOWN	ON/OFF	ON/OFF	ON/OFF	ON/OFF	ON/OFF	ON/OFF
	UP/DOWN	A1/A2 B1/B2 UP/DOWN UP/DOWN	A1/A2 B1/B2 C1 UP/DOWN UP/DOWN ON/OFF	A1/A2 B1/B2 C1 C2 UP/DOWN UP/DOWN ON/OFF ON/OFF	A1/A2 B1/B2 C1 C2 C3 UP/DOWN UP/DOWN ON/OFF ON/OFF ON/OFF	A1/A2 B1/B2 C1 C2 C3 C4 UP/DOWN UP/DOWN ON/OFF ON/OFF ON/OFF ON/OFF	A1/A2 B1/B2 C1 C2 C3 C4 E1 UP/DOWN UP/DOWN ON/OFF ON/OFF ON/OFF ON/OFF

6. STANDARDS AND APPROVALS

- Conforme: CE
- Product standards: IEC 60669-2-1
- Environmental standards:
- EU directive 2002/96/EC:
- WEEE (Waste Electrical and Electronic Equipment)
- EU directive 2002/95/EC:
- RoHS (Restriction of Hazardous Substances)
- Regulations: ERP (public buildings) ERT (workplace buildings) IGH (high-rise buildings)
- KNX certificate n° 11/11130/13

7. MAINTENANCE

Do not use acetone, tar-removing cleaning agents or trichloroethylene.

Resistant to the following products: - Hexane

- Methylated spirit
- Soapy water
- Diluted ammonia
- Bleach diluted to 10%
- Window-cleaning products

Caution: Always test before using other special cleaning products.

Note: All technical information is available at



www.legrandoc.com

8. COMMUNICATION OBJECTS

8.1 Inputs

Inputs can each be used as "Inputs, separately configurable" or as "Inputs, jointly configurable". According to this setting the available functions and objects change.

8.1.1 Use separately

Not used

Input is not usable, no accessible communication objects

Switching

Usage	Use separately	•
G1 : Main function	Switching	•

The following objects are automatically inserted:

No.	Object name	Function	Size	Flags
2	Input G1 (2 → 8)	Switching	1.001 DPT_	CWT
(9, 16, 23,			Switch	
30, 37, 44,				
51)				
Switching	telegrams are sent via	the group add	ress linked witl	h this
object				
3	Input G1 (2 → 8)	Switching	1.001 DPT_	CW
(10, 17,		Status	Switch	
24, 31, 38,				
45, 52)				
Switching	states are received via	the group add	ress linked wit	h this
object.				
They are o	nly visible if "Add statu	s object" paran	neter value is s	et to yes.
4	Input G1 (2 → 8)	Enable	1.003 DPT_	CW
(11, 18,			Enable	

Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding input.

They are only visible if "Add enable object" parameter value is set to yes.

Switch

25, 32, 39,

46, 53)

Usage	Use separately ▼
G1 : Main function	Switching
Function	Switch •
Switching value when contact is closed	On ▼
Switching value when contact is opened	Off
Add Status Object	No ▼
Contact type	Normally open contact •
Add enable object	No ▼

This function is used, for binary inputs to which a switch button is attached, to send a switching telegram (ON, OFF or TOGGLE) as a reaction to a rising and / or falling signal edge at this input. Each time the push button is pressed and / or released resp. the contact is closed and / or opened a telegram is sent, i.e. this function can be used e.g. to implement the behavior of a bell switch.

Parameters	Setting
Switching value when contact is closed	No reaction
	On
	Off
	Toggle

Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after a rising edge in the signal status at the channel (input). The rising edge corresponds to a change in the signal status at the input from logical "0" to "1".

"No reaction": An edge change at the input does not change the object value and also does not send a telegram.

"On": In the event of a rising edge the switching value "ON" (binary value, "1") is transferred into the communication object and sent. "Off": In the event of a rising edge the switching value "OFF" (binary value,"0") is transferred into the communication object and sent. "Toggle": In the event of a rising edge, the switching value stored in

the communication object is invented and	the new value is sent.
Switching value when contact is	No reaction
opened	On
	Off
	Toggle

Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after a falling edge in the signal status at the channel (input). The falling edge corresponds to a change in the signal status at the input from logical "1" to "0".

"No reaction": An edge change at the input does not change the object value and also does not send a telegram.

"On": In the event of a rising edge the switching value "ON" (binary value, "1") is transferred into the communication object and sent. "Off": In the event of a rising edge the switching value "OFF" (binary value,"0") is transferred into the communication object and sent. "Toggle": In the event of a rising edge, the switching value stored in the communication object is inverted and the new value is sent.

Add status object Yes / No

The parameter determines if an additional communication object (status) shall be used to perform toggle functionality or other purposes.

Contact type Normally open contact Normally closed contact

The contact type of the input connected to the channel is adjusted here.

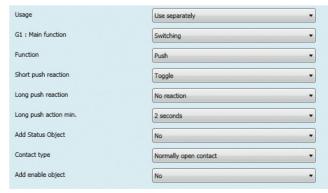
"Normally open contact": the contact of the input is active when closed, inactive when opened.

"Normally closed contact": the contact of the input is active when opened, inactive when closed.

Add enable object Yes / No

The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 1) the status changes at this input are not transmitted.

· Push



Data sheet: S000084840EN-2 Updated: 01/07/2015

This function is used, for binary inputs to which a push button is attached, to send a switching telegram (ON, OFF or TOGGLE) as a reaction to a short or long push button action, i.e. this function can be used e.g. to recall a scene.

Parameters	Setting	
Short push reaction	No reaction	
	On	
	Off	
	Toggle	

Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after short pressing of the push attached to the input.

"No reaction": A short push button action does not change the object value and also does not send a telegram.

"On": After a short push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.

"Off": After a short push, the switching value "OFF" (binary value,"0") is transferred into the communication object and sent.

"Toggle": After a short push, the switching value stored in the communication object is inverted and the new value is sent.

Long push reaction	No reaction
	On
	Off
	Toggle

Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after long pressing the push button attached to the input.

"No reaction": A long push does not change the object value and also does not lead to the sending of a telegram.

"On": After a long push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.

"Off": After a long push, the switching value "OFF" (binary value,"0") is transferred into the communication object and sent.

"Toggle": After a long push, the switching value stored in the communication object is inverted and the new value is sent.

Long push action min.	U.5 secona
	1 second
	2 seconds
	3 seconds
	4 seconds
	5 seconds
	10 seconds
This parameter determines the m	ninimum period for detecting a long
push.	
Add status object	Yes / No
The second secon	alalieta a al la comunicación et a actual a la trace

The parameter determines if an additional communication object (status) shall be used to perform toggle functionality or other purposes.

Normally open contact Contact type Normally closed contact

The contact type of the input attached to the channel is adjusted here. "Normally open contact": the contact of the input is active when closed, inactive when opened.

"Normally closed contact": the contact of the input is active when opened, inactive when closed.

Yes / No Add enable object

The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

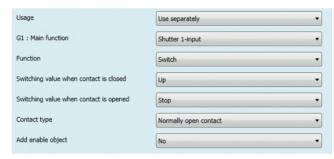
Shutter 1-input

No.	Object name	Function	Size	Flags
2	Input G1 (2 → 8)	Shutter Up/	1.008 DPT_	CWT
(9, 16, 23,		Down	UpDown	
30, 37, 44,				
51)				
The mover	ment commands Up/D	own are sent v	ria the address	linked
with this o	bject in order to raise/	lower the solar	protection.	
8	Input G1 (2 → 8)	Shutter Stop	1.009 DPT_	CWT
(15, 22,		- slats	OpenClose	
29, 36, 43,				
50, 57)				
The comm	and "STOP" or "Slats OI	PEN/CLOSE" are	e sent via the g	roup
address lin	ked with this object.			
4	Input G1 (2 → 8)	Enable	1.003 DPT_	CW
(11, 18,			Enable	
25, 32, 39,				
46, 53)				
Enable tele	grams are received via	the group add	ress linked with	1
this object	.They are used to lock ((disable) or unle	ock (enable) the	e

corresponding input.

They are only visible if "Add enable object" parameter value is set to yes

Switch



This function allows using just one swich for moving a shutter up or down and to stop its motion. To achieve this a distinction is made between closed and open contact action.

Parameters	Setting
Switching value when contact is closed	No reaction
	Up
	Down

Here an adjustment is made to define which movement command is written into the storage cell of the communication object and sent after a rising edge. The rising edge corresponds to a change in the signal status at the input from logical "0" to "1".

"<u>No reaction</u>": action does not change the object value and also does not send a telegram.

"<u>Up</u>": when the contact is active, the command UP is transferred into the communication object and sent.

"<u>Down</u>": when the contact is active, the command DOWN is transferred into the communication object and sent.

Switching value when contact is No reaction opened Stop

Here an adjustment is made to define which switching movement command is written into the storage cell of the communication object and sent after a falling edge in the signal status at the channel (input). The falling edge corresponds to a change in the signal status at the input from logical "1" to "0".

"No reaction": action does not change the object value and also does not send a telegram.

"Stop": when the contact is inactive, the command stop is transferred into the communication object and sent.

Contact type Normally open contact
Normally closed contact

The contact type of the input attached to the channel is adjusted here. "Normally open contact": the contact of the input is active when closed, inactive when opened.

"Normally closed contact": the contact of the input is active when opened, inactive when closed.

Add enable object Yes / No

The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

• Push



This function allows using just one push button for moving shutter up and down, stopping of the motion and opening and closing of the slats. To achieve this a distinction is made between short and long push action.

Parameters	Setting
Short push reaction	No reaction
	Cyclical Up / Down + stop
	Up + stop
	Down + stop
	Cyclical Up / Down
	Stop
	Open slats
	Close slats
	Up
	Down

Here an adjustment is made to define which movement command is written into the storage cell of the communication object and sent after a short press the push button attached to the input.

"No reaction": action does not change the object value and also does not send a telegram.

Cyclical Up / Down + stop: each short push transfers the following sequence command values into the communication object: Up, Stop, Down, Stop, Up, Stop, Down, Stop, etc.

Up + stop: each short push transfers the following sequence command values into the communication object: Up, Stop, Up, Stop, etc.

Down + stop: each short push transfers the following sequence command values into the communication object: Up, Stop, Up, Stop, etc.

Cyclical Up / Down: each short push transfers the following sequence command values into the communication object: Up, Down, Up, Down, etc.

Stop: a short push transfers into the communication object the stop command value ("1" or "0").

Open slats: a short push transfers into the communication object the stop (open slats) command value ("0").

Close slats: a short push transfers into the communication object the stop (close slats) command value ("1").

Up: a short push transfers into the communication object the Up command (value "0").

Down: a short push transfers into the communication object the Down command (value "1")

command (value "1").	
Long push reaction	No reaction
	Up
	Down
	Cyclical Up/Down
	Stop
	Cyclical Open/Close slats
	Open slats
	Close slats

Here an adjustment is made to define which movement command is written into the storage cell of the communication object and sent after long pressing the push button attached to the input.

"<u>No reaction</u>": action does not change the object value and also does not send a telegram.

Up: a long push action transfers into the communication object the Up command (value "0").

Down: a long push action send the Down command (value "1") Cyclical Up / Down: each push sends only one telegram as toggle reaction depending on the previous value: Up, Down, Up, Down, etc. Stop: a long push action sends the stop command (value "1" or "0") Cyclical Open /Close slats: on each long push, the same telegram is sent every 800ms as long as the contact is closed (or opened, depending on the "Normally open/closed contact" parameters value). The value transferred into the communication object alternates between "Open" and "Close", depending on the previous value. Open slats: a long push action transfers into the communication object the stop (open slats) command (value "0").

Close slats: a long push action transfers into the communication object the stop (close slats) command (value "1").

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Parameters	Setting
Long push release	No reaction
Stop	
Here an adjustment is made to define which value is written into the	

storage cell of the communication object and sent when releasing the push button after a long press.

No reaction: action does not change the object value and also does not send a telegram.

Stop: the stop command (value "1" or "0") is transferred into the communication object and sent.

Long push action min.

0.5 second
1 second
2 seconds
3 seconds
4 seconds
5 seconds
10 seconds

This parameter determines the minimum period for detecting a long push.

Add status object Yes / No

The parameter determines if an additional communication object (status) shall be used to realize toggle functionality or other purposes.

Contact type Normally open contact
Normally closed contact

The contact type of the input attached to the channel is adjusted here. "Normally open contact": the contact of the input is active when closed, inactive when opened.

"Normally closed contact": the contact of the input is active when opened, inactive when closed.

Add enable object Yes / No

The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

8-bits scene control

Object name

No

NO.	Object name	Function	Size	riags
5	Input G1 (2 → 8)	8-bits scene	17.001 DPT_	CT
(12, 19,			SceneNumber	
26, 33, 40,				
47, 54)				
The telegra	ams to recall the scene	with the confi	gured number	
(between	1 and 64) are sent via t	he group addr	ess link with this	object.
4	Input G1 (2 → 8)	Enable	1.003 DPT_	CW
(11, 18,			Enable	
25, 32, 39,				
46, 53)				
Enable tele		لمصمرين منتما ممالهم	والفائدين لمصريا مراثا المصمريالم	.

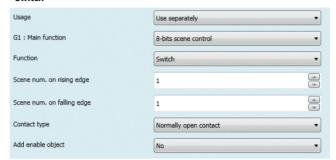
Eunstion

Sizo

Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding input.

They are only visible if "Add enable object" parameter value is set to yes.

Switch



Using one button, the scene with the configured number (between 1 and 64) can be recalled via a short push.

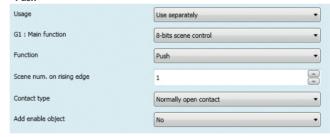
If Scene number is set to the value "0", no scene is going to be recalled.

Parameters	Setting	
Scene num. on rising edge	1 → 64	
This parameters determines which scene	is parameters determines which scene (between 1 and 64) is to be	
recalled on rising edge.	ecalled on rising edge.	
If value "0" is set, no scene is going to be re	ecalled	
cene num. on falling edge 1 → 64		
This parameters determines which scene (between 1 and 64) is to be		
recalled on falling edge		
If value "0" is set, no scene is going to be re	ecalled	
Contact type Normally open contact		
Normally closed contact		
he contact type of the input attached to the channel is adjusted here.		
Normally open contact": the contact of the input is active when		
osed, inactive when opened.		
(Normally closed contact": the contact of the input is active when		
<u>Normally closed contact</u> : the contact of	the input is active when	
opened, inactive when closed.	the input is active when	

Add enable object Yes / No
The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

• Push

Flage



Using one button, the scene with the configured number (between 1 and 64) can be recalled via a short push. If Scene number is set to the value "0", no scene is going to be recalled.

Parameters	Setting		
Scene num. on rising edge	1 → 64		
This parameter determines which scene (between 1 and 64) is to be			
recalled on rising edge.	recalled on rising edge.		
If value "0" is set, no scene is going to be recalled.			
Contact type	Normally open contact		
	Normally closed contact		
The contact type of the input attached to the channel is adjusted here.			
"Normally open contact": the contact of the input is active when			
closed, inactive when opened.			
"Normally closed contact": the contact of the input is active when			
opened, inactive when closed.			
Add enable object Yes / No			
The parameter determines if the input can be blocked via an additional			
Enable object or not. If an input is blocked	(Enable value $= 0$) the status		
changes at this input are not transmitted.			

Priority

No.	Object name	Function	Size	Flags
5	Input G1 (2 → 8)	Override	2.001	CT
(12, 19,		2bits	DPT_Switch_	
26, 33, 40,			Control	
47, 54)				
The telegra	ams with the override	commands are	sent via the ac	ddress
linked with	n this object in order to	raise/lower th	e solar protect	ion.
4	Input G1 (2 → 8)	Enable	1.003 DPT_	CW
(11, 18,			Enable	
25, 32, 39,				
46, 53)				

Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding input.

They are only visible if "Add enable object" parameter value is set to yes.

Value	Behaviour
00b	Low Priority, Off-State
01b	Low Priority, On-State
10b	High Priority, Off-State
11b	High Priority, On-State

Switch

Usage	Use separately ▼
G1 : Main function	Priority
Function	Switch ▼
Value when contact is closed	Priority High / On
Value when contact is opened	Priority High / Off
Contact type	Normally open contact
Add enable object	No ▼

This function is used for inputs with a switch to send a priority telegram, the contact is closed or opened, a telegram is sent.

Setting		
Priority High / On		
Priority High / Off		
Priority Low / On		
Priority Low / Off		
ch value is written into the		
and sent after a rising edge		
The rising edge corresponds		
to a change in the signal status at the input from logical "0" to "1".		
Priority High / On		
Priority High / Off		
Priority Low / On		
Priority Low / Off		
Here an adjustment is made to define which value is written into the		
and sent after a falling edge		
The falling edge corresponds		
ut from logical "1" to "0".		
Normally open contact		
Normally closed contact		
The contact type of the input attached to the channel is adjusted here		
Normally open contact": the contact of the input is active when		
closed, inactive when opened.		
'Normally closed contact": the contact of the input is active when		
the input is active when		
the input is active when		
Yes / No		

$\cdot \, \mathsf{Push}$

changes at this input are not transmitted.

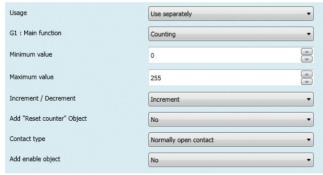


This function is used for inputs with a push button to send a priority telegram, the push is short or long, a telegram is sent.

Created: 01/09/2014 **L7 legrand**

Parameters	Setting	
Short push reaction	Priority High / On	
	Priority High / Off	
	Priority Low / On	
	Priority Low / Off	
Here an adjustment is made to define wh	ich positive drive value is	
written into the storage cell of the commi	unication object and sent	
after short pressing the push button attac	thed to the input.	
Long push reaction	Priority High / On	
	Priority High / Off	
	Priority Low / On	
	Priority Low / Off	
Here an adjustment is made to define wh	ich value is written into the	
storage cell of the communication object	and sent after long pressing	
the push button attached to the input.		
Long push action min.	0.5 second	
	1 second	
	2 seconds	
	3 seconds	
	4 seconds	
	5 seconds	
	10 seconds	
This parameter determines the minimum period for detecting a long		
push.		
Contact type	Normally open contact	
	Normally closed contact	
The contact type of the input attached to	the channel is adjusted here.	
"Normally open contact": the contact of the	he input is active when	
closed, inactive when opened.		
"Normally closed contact": the contact of the input is active when		
opened, inactive when closed.		
Add enable object Yes / No		
The parameter determines if the input car		
Enable object or not. If an input is blocked (Enable value = 0) the status		
changes at this input are not transmitted.		

Counting



No.	Object name	Function	Size	Flags
5	Input G1 (2 → 8)	Counting	5.010	CT
(12, 19,			DPT_	
26, 33, 40,			Value_1_	
47, 54)			Ucount	
The telegra	ams with the counter	value are sent	via the group a	ddress
linked with	this object.			
3	Input G1 (2 → 8)	Reset	1.015	CW
(10, 17,		Counter	DPT_Reset	
24, 31, 38,				
45, 52)				
If a telegra	m linked with this obje	ect is received,	then the counte	er value is
reset to the	e minimum value set b	<u>y the "minimu</u>	m value" param	eter.
4	Input G1 (2 → 8)	Enable	1.003 DPT_	CW
(11, 18,			Enable	
25, 32, 39,				
46, 53)				
Enable tele	egrams are received via	the group ad	dress linked wit	h
this object	. They are used to lock	(disable) or ur	nlock (enable) th	e
correspond	corresponding input.			
They are only visible if "Add enable object" parameter value is set to yes.				

Parameters	Setting
Minimum value	0 → 255, 0
An adjustment is made via this parameter to define which minimum is	
the minimum possible counter value.	
In case of "decrement" value of "Increment	decrement" parameter, the
next counter value is set to the maximum	value.
Maximum value	0 → 255, 255
An adjustment is made via this parameter	to define the maximum
which is the maximum possible counter v	alue.
In case of "increment" value of "Increment	decrement" parameter, the
next counter value is set the minimum val	ue.
Increment / Decrement	Increment
	Decrement
Here an adjustment is made to define if th	
incremented/decremented by 1 after each	1 2 2
Add "Reset counter" Object	Yes / No
This parameter determines if the "Reset Co	
Contact type	Normally open contact
	Normally closed contact
The contact type of the input attached to	-
"Normally open contact": the contact of the	ne input is active when
closed, inactive when opened.	
"Normally closed contact": the contact of the input is active when	
opened, inactive when closed.	
Add enable object	Yes / No
The parameter determines if the input can be blocked via an additional	

Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

Dimming		
	Usage	Use separately ▼
	G1 : Main function	Dimming ▼
	Switching value on short push	Toggle ▼
	Switching value on long push	
	Dimming value on long push	
	Dimming value on release push	Stop ▼
	Long push button action min.	2 seconds v
	Add Status Object	No ▼
	Contact type	Normally open contact
	Add enable object	No ▼

No.	Object name	Function	Size	Flags
2	Input G1 (2 → 8)	Switching	1.001 DPT_	CWT
(9, 16, 23,			Switch	
30, 37, 44,				
51)				

Switching telegrams are sent via the group address linked with this object.

In the process, a short push button an ON, OFF or TOGGLE telegram.

6	Input G1 (2 → 8)	Dimming	3.007 DPT_	CT
(13, 20,			Control_	
27, 34, 41,			Dimming	
48, 55)				

The dimming telegrams are sent to the dimming actuator via the group address linked with this object. In the process, a long push produces a "100% dimming" telegram. A stop command is sent when the push button is released if "Dimming value on release push" is set to "stop".

7	Input G1 (2 → 8)	Value Status	5.001 DPT_	CW
(14, 21,			Scaling	
28, 35, 42,				
49, 56)				

The dimming status telegrams are received from the dimming actuator via the group address linked with this object. This object is only visible when the parameter "Add status object" is set to "yes".

If Dimming value on long push is set to Dim+/-:

If the dimming actuator is at a dimming value between 1 and 99%, the dimming direction last enabled is inverted and then dimmed in the new direction. This allow several operation locations to synchronize and to always invert the last applied dimming direction.

Note:

If this object is not linked with a group address or the last dimming status has not been received when the push button is pressed, the dimming direction is inverted when Dimming value on long push is set to Dim+/-.

No.	Object name	Function	Size	Flags
4	Input G1 (2 → 8)	Enable	1.003 DPT_	CW
(11, 18,			Enable	
25, 32, 39,				
46, 53)				

Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding input.

They are only visible if "Add enable object" parameter value is set to "Yes".

Parameters	Setting	
Switching value on short push	No reaction	
	On	
	Off	
	Toggle	

Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after short pressing the push button attached to the input.

"No reaction": A short push does not change the object value and also does not send a telegram.

"On": After short push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.

"Off": After short push, the switching value "OFF" (binary value "0") is transferred into the communication object and sent.

"Toggle": After short push, the switching value stored in the communication object is inverted and the new value is sent.

Switching value on long push	No reaction
	On

Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after long pressing the push button attached to the input.

"No reaction": A short push does not change the object value and also does not send a telegram.

"On": After short push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.

transferred into the communication object	and sent.
Dimming value on long push	Dim +/-
	Dim +
	Dim –
	No reaction

Here an adjustment is made to define which dimming value is written into the storage cell of the communication object and sent after long pressing the push button attached to the input.

"No reaction": A long push does not change the object value and also does not send a telegram.

"<u>Dim+/-</u>": After long push, the dimming value stored in the communication object is inverted and the new value is sent.

"<u>Dim +</u>": After short push, the dimming value "Increase 100%" is

transferred into the communication object and sent. "<u>Dim -</u>": After short push, the dimming value "Decrease 100%" is

transferred into the communication object and sent. Dimming value on push release No reaction Stop

Here an adjustment is made to define which dimming value is written into the storage cell of the communication object and sent when releasing a push button after a long press.

"No reaction": A long push does not change the object value and also does not send a telegram.

"Stop": When the push button is released after a long push, the dimming value "Stop" is transferred into the communication object and sent

Created: 01/09/2014 📮 legrand

Parameters	Setting
Long push action min.	0.5 second
	1 second
	2 seconds
	3 seconds
	4 seconds
	5 seconds
	10 seconds
This parameter determines the n	ninimum period for detecting a long
push.	
Add status object	Yes / No
The parameter determines if an additional communication object	
(status) shall be used to perform	toggle functionality or other
purposes.	
Contact type Normally open contact	
Normally closed contact	
The contact type of the input attached to the channel is adjusted here.	
"Normally open contact": the contact of the input is active when	

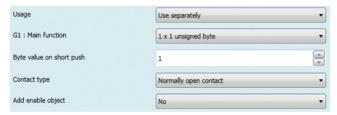
"Normally open contact": the contact of the input is active when closed, inactive when opened.

"Normally closed contact": the contact of the input is active when opened, inactive when closed.

Add enable object Yes / No

The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

1 x 1 unsigned byte



INO.	Object name	runction	Size	riags
5	Input G1 (2 → 8)	Unsigned	5.010	CT
(12, 19,		Value	DPT_	
26, 33, 40,			Value_1_	
47, 54)			Ucount	
The telegra	ams with the unsigned	l value are sent	via the group	address
linked with	n this object.			
4	Input G1 (2 → 8)	Enable	1.003 DPT_	CW
(11, 18,			Enable	
25, 32, 39,				
46, 53)				

Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding input.

They are only visible if "Add enable object" parameter value is set to yes.

Parameters	Setting	
Byte value when contact is closed $0 \rightarrow 255$, 1		
Here an adjustment is made to define which unsigned 8-bit value is		
written into the storage cell of the communication object and sent		
after a rising edge in the signal status at the channel (input). The rising		
edge corresponds to a change in the signal status at the input from		
logical "0" to "1".		
Contact type Normally open contact		
Normally closed contact		
The contact type of the input attached to the channel is adjusted here.		
"Normally open contact": the contact of the input is active when		
closed, inactive when opened.		
"Normally closed contact": the contact of the input is active when		
opened, inactive when closed.		
Add enable object Yes / No		
The parameter determines if the input can be blocked via an additional		
Enable object or not. If an input is blocked (Enable value = 0) the status		

2 x 1 unsigned byte

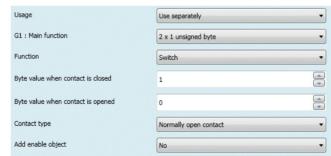
changes at this input are not transmitted.

No.	Object name	Function	Size	Flags
5	Input G1 (2 → 8)	Unsigned	5.010	CT
(12, 19,		Value	DPT_	
26, 33, 40,			Value_1_	
47, 54)			Ucount	
The telegrams with the unsigned value are sent via the group address				
linked with	this object			
4	Input G1 (2 → 8)	Enable	1.003 DPT_	CW
(11, 18,			Enable	
25, 32, 39,				
46, 53)				
Enable telegrams are received via the group address linked with				

this object. They are used to lock (disable) or unlock (enable) the corresponding input.

They are only visible if "Add status object" parameter value is set to yes.

• Switch



This function is used for inputs with a switch to send a byte value telegram, the contact is closed or opened, a telegram is sent.

Parameters	Setting
Byte value when contact is closed	$0 \rightarrow 255, 1$

Here an adjustment is made to define which unsigned unsigned 8-bit value is written into the storage cell of the communication object and sent after a rising edge in the signal status at the channel (input). The rising edge corresponds to a change in the signal status at the input from logical "0" to "1".

Byte value when contact is opened 0 → 255, **0**

Here an adjustment is made to define which unsigned 8-bit value is written into the storage cell of the communication object and sent after a falling edge in the signal status at the channel (input). The falling edge corresponds to a change in the signal status at the input from logical "1" to "0".

Normally open contact **Contact type** Normally closed contact

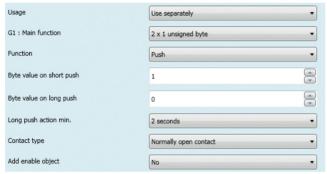
The contact type of the input attached to the channel is adjusted here. "Normally open contact": the contact of the input is active when closed, inactive when opened.

"Normally closed contact": the contact of the input is active when opened, inactive when closed.

Add enable object Yes / No

The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

• Push



This function is used for inputs with a push button to send a byte value telegram, the push is short or long, a telegram is sent.

Parameters	Setting	
Byte value on short push	0 → 255, 1	
Here an adjustment is made to define which unsigned 8-bit value is		
written into the storage cell of the communication object and sent		
after short pressing the push button attac	hed to the input.	
Byte value on long push	0 → 255, 0	
Here an adjustment is made to define whi	ch unsigned 8-bit value is	
written into the storage cell of the commu	,	
after long pressing the push button attached to the input.		
Long push action min.	0.5 second	
	1 second	
	2 seconds	
	3 seconds	
	4 seconds	
	5 seconds	
10 seconds		
This parameter determines the minimum period for detecting a long		
push.		

Normally open contact Contact type Normally closed contact The contact type of the input attached to the channel is adjusted here. "Normally open contact": the contact of the input is active when

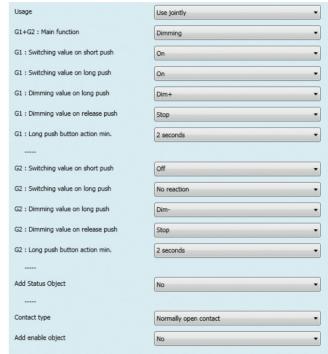
closed, inactive when opened. "Normally closed contact": the contact of the input is active when opened, inactive when closed

Parameters	Setting	
Add enable object	Yes / No	
The parameter determines if the input can	be blocked via an additio	

Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

8.1.2 Use Jointy

Dimming



2 (16, 30, 44) Switching object.	Input G1 (3 \rightarrow 7)+ G2 (4 \rightarrow 8), telegrams are sent via	J	1.001 DPT_ Switch dress linked wit	CWT h this
44) Switching		the group add		h this
	telegrams are sent via	the group add	dress linked wit	h this
6	Input G1 (3 → 7)+ G2	Dimming	3.007 DPT_	CT
(20, 34,	(4 → 8)		Control_	
48)			Dimming	
Dimming 1 object.	telegrams are sent via th	ne group addr	ess linked with	this
7	Input G1 (3 \rightarrow 7)+ G2	Value Status	5.001 DPT	CW
(21, 35, 49)	' '		Scaling	
via the gro	ing status telegrams are up address linked with parameter "Add status o	this object. Th	is object is only	
4	Input G1 (3 → 7)+ G2	Enable	1.003 DPT_	CW
(18, 32, 46)	(4 → 8)		Enable	
	egrams are received via			
•	. They are used to lock (disable) or unl	lock (enable) the	е

corresponding input.

They are only visible if "Add enable object" parameter value is set to yes

Cat.No: 0 484 18

8. COMMUNICATION OBJECTS (CONTINUED)

Parameters	Setting
Xn - Switching value on short push	No reaction
	On
	Off
	Toggle

Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after short pressing of the push button attached to the input.

"<u>No reaction</u>": A short push does not change the object value and also does not send a telegram.

"On": After short push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.

"Offf": After short push, the switching value "OFF" (binary value "0") is transferred into the communication object and sent.

"Toggle": After short push, the switching value stored in the communication object is inverted and the new value is sent.

Xn - Switching value on long push	No reaction
	On

Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after long pressing of the push button attached to the input.

"No reaction": A long push does not change the object value and also does not send a telegram.

" \underline{On} ": A long push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.

Xn - Di	imming value	on long pus	h

Dim + Dim – No reaction

Here an adjustment is made to define which dimming value is written into the storage cell of the communication object and sent after long pressing the push button attached to the input.

"No reaction": A long push does not change the object value and also does not send a telegram.

"<u>Dim +</u>" After short push, the dimming value "Increase 100%" is transferred into the communication object and sent.

"<u>Dim -</u>": After short push, the dimming value "Decrease 100%" is

transferred into the communication object and sent.

Xn - Dimming value on release push	No reaction	
	Stop	
		•

Here an adjustment is made to define which dimming value is written into the storage cell of the communication object when releasing the push button after a long press.

"No reaction": A long push does not change the object value and also does not send a telegram.

"<u>Stop</u>": When the push button is released after a long push, the dimming value "Stop" is transferred into the communication object and sent

Jene.	
Xn – Long push button action min.	0.5 second
	1 second
	2 seconds
	3 seconds
	4 seconds
	5 seconds
	10 seconds

This parameter determines the minimum period for detecting a long

Parameters	Setting
Xn+1 - Switching value on short push	No reaction
	On
	Off
	Toggle

Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after short pressing of the push button attached to the input.

"No <u>reaction</u>": A short push does not change the object value and also does not send a telegram.

"On": After short push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.

"Offf": After short push, the switching value "OFF" (binary value "0") is transferred into the communication object and sent.

"Toggle": After short push, the switching value stored in the communication object is inverted and the new value is sent.

Xn+1 - Switching value on long push	No reaction
	On

Here an adjustment is made to define which switching value is written into the storage cell of the communication object and sent after long pressing of the push button attached to the input.

"No reaction": A long push does not change the object value and also does not send a telegram.

"On": A long push, the switching value "ON" (binary value, "1") is transferred into the communication object and sent.

Xn+1 - Dimming value on long push Dim + / Dim - No reaction

Here an adjustment is made to define which dimming value is written into the storage cell of the communication object and sent after long pressing the push button attached to the input.

"<u>No reaction</u>": A long push does not change the object value and also does not send a telegram.

" $\underline{\text{Dim}}$ +" After short push, the dimming value "Increase 100%" is transferred into the communication object and sent.

"<u>Dim -</u>": After short push, the dimming value "Decrease 100%" is transferred into the communication object and sent.

Xn+1 - Dimming value on release push No reaction

Stop

Here an adjustment is made to define which dimming value is written into the storage cell of the communication object and sent when releasing the push button after a long push.

"No reaction": A long push does not change the object value and also does not send a telegram.

"Stop": When the push button is released after a long push, the dimming value "Stop" is transferred into the communication object and sent.

value "Stop" is transferred into the communication object and sent.	
Xn+1 - Long push button action min.	0.5 second
	1 second
	2 seconds
	3 seconds
	4 seconds
	5 seconds
	10 seconds
This is a second at a second at a second and a second and a second at a second	

This parameter determines the minimum period for detecting a long push.

Add status object Yes / No

The parameter determines if an additional communication object (status) shall be used to perform toggle functionality or other purpose

Contact type Normally closed contact Normally closed contact

The contact type of the input attached to the channel is adjusted here. "Normally open contact": the contact of the input is active when closed, inactive when opened.

"Normally closed contact": the contact of the input is active when opened, inactive when closed.

Add enable object Yes / No

The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.



Shutter 2-input

No.	Object name	Function	Size	Flags
2	Input G1 (3 \rightarrow 7)+ G2	Shutter Up/	1.008 DPT_	CWT
(16, 30,	$(4 \rightarrow 8)$	Down	UpDown	
44)				
The movement commands Up/Down are sent via the address linked				
with this object in order to raise/lower the solar protection.				
8	Input G1 (3 → 7)+ G2	Shutter Stop	1.009 DPT_	CWT
(22, 36,	$(4 \rightarrow 8)$	- slats	OpenClose	
50)				
The commands "STOP" or "Slats OPEN/CLOSE" are sent via the group				
address linked with this object.				
4	Input G1 (3 \rightarrow 7)+ G2	Enable	1.003 DPT_	CW

46) Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding input.

They are only visible if "Add status object" parameter value is set to yes.

Enable

Switch

(18, 32,

Usage	Use jointly ▼
G1+G2 : Main function	Shutter 2-inputs ▼
Function	Switch ▼
G1 : Sw value when contact is closed	Up ▼
G1 : Sw value when contact is opened	Stop ▼
G2 : Sw value when contact is closed	Down ▼
G2 : Sw value when contact is opened	Stop ▼
Contact type	Normally open contact ▼
Add enable object	No ▼

This function is used for 2 inputs with a switch to send a up, stop or down telegram: the contact is closed or opened, a telegram is sent.

Parameters	Setting
Xn - Switching value when contact is	No reaction
closed	Up
	Down

Here an adjustment is made to define which movement command is written into the storage cell of the communication object and sent after a rising edge. The rising edge corresponds to a change in the signal status at the input from logical "0" to "1".

"No reaction": action does not change the object value and also does not send a telegram.

"Up": when the contact is active, the command UP is transferred into the communication object and sent.

"Down": when the contact is active, the command DOWN is transferred into the communication object and sent.

Xn - Switching value when contact is No reaction Stop

Here an adjustment is made to define which switching movement command is written into the storage cell of the communication object and sent after a falling edge in the signal status at the channel (input). The falling edge corresponds to a change in the signal status at the input from logical "1" to "0".

"No reaction": action does not change the object value and also does not send a telegram.

"Stop": when the contact is inactive, the command stop is transferred into the communication object and sent.

Parameters	Setting
Xn+1 - Switching value when contact	No reaction
is closed	Up
	Down

Here an adjustment is made to define which movement command is written into the storage cell of the communication object and sent after a rising edge. The rising edge corresponds to a change in the signal status at the input from logical "0" to "1".

"No reaction": action does not change the object value and also does not send a telegram.

"Up": when the contact is active, the command UP is transferred into the communication object and sent.

"Down": when the contact is active, the command DOWN is transferred into the communication object and sent.

Xn+1 - Switching value when contact No reaction Stop

Here an adjustment is made to define which switching movement command is written into the storage cell of the communication object and sent after a falling edge in the signal status at the channel (input). The falling edge corresponds to a change in the signal status at the input from logical "1" to "0".

"No reaction": action does not change the object value and also does not send a telegram.

"Stop": when the contact is inactive, the command stop is transferred into the communication object and sent

Normally open contact **Contact type** Normally closed contact

The contact type of the input attached to the channel is adjusted here. "Normally open contact": the contact of the input is active when closed, inactive when opened.

"Normally closed contact": the contact of the input is active when opened, inactive when closed.

Yes / No Add enable object

The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

• Push

Usage	Use jointly ▼
G1+G2 : Main function	
G1+G2 : Main Tunction	Shutter 2-inputs ▼
Function	Push ▼
- Great	rusii
G1 : Short push reaction	Up + stop ▼
G1 : Long push reaction	Open slats ▼
G1 : Long push release	No reaction ▼
G1 : Long push button action min.	2 seconds ▼
G1 . Long pash bactor action min.	2 seconds •
	
G2 : Short push reaction	Down + stop ▼
	Domi 1 step
G2 : Long push reaction	Close slats ▼
G2 : Long push release	No reaction ▼
CD - Lane and butter action and	
G2 : Long push button action min.	2 seconds ▼
Contact type	N
Contact type	Normally open contact T
Add enable object	No ▼

This function is used for 2 inputs with push button to send a up, stop or down telegram: the push is short or long, a telegram is sent.

Data sheet: S000084840EN-2 Updated: 01/07/2015

Parameters	Setting
Xn - Short push reaction	No reaction
	Up + stop
	Down + stop
	Stop
	Open slats
	Close slats

Here an adjustment is made to define which movement command is written into the storage cell of the communication object and sent after short pressing of the push button attached to the input.

" $\underline{\text{No reaction}}$ ": action does not change the object value and also does not send a telegram.

Up + stop: each short push transfers the following sequence command values into the communication object: Up, Stop, Up, Stop, etc.

Down + stop: each short push transfers the following sequence command values into the communication object: Down, Stop, Down,

Stop: a short push transfers into the communication object the stop command value ("1" or "0").

Open slats: a short push transfers into the communication object the stop (open slats) command value ("0").

Close slats: a short push transfers into the communication object the stop (close slats) command value ("1").

stop (close siats) communa value (1).	
Xn - Long push reaction	No reaction
	Up
	Down
	Stop
	Open slats
	Close slats

Here an adjustment is made to define which movement command is written into the storage cell of the communication object and sent after long pressing of the push button attached to the input.

"No reaction": action does not change the object value and also does not send a telegram.

Up: a long push action transfers into the communication object the Up command (value "0")

Down: a long push action send the Down command (value "1") Stop: a long push action sends the stop command (value "1" or "0") Open slats: a long push action transfers into the communication object the stop (open slats) command (value "0")

Close slats: a long push action transfers into the communication object the stop (close slats) command (value "1")

(tile stop (close siats) command (value 1)	
Xn - Long push release	No reaction
	Stop

Here an adjustment is made to define which value is written into the storage cell of the communication object and sent when releasing the push button after a long press.

"No reaction": action does not change the object value and also does not send a telegram.

Stop: the stop command (value "1" or "0") is transferred into the communication object and sent.

Xn - Long push action min.	0.5 second
	1 second
	2 seconds
	3 seconds
	4 seconds
	5 seconds
	10 seconds
This parameter determines the minimum period for detecting a long	

Parameters	Setting
Xn+1 - Short push reaction	No reaction
	Up + stop
	Down + stop
	Stop
	Open slats
	Close slats

Here an adjustment is made to define which movement command is written into the storage cell of the communication object and sent after short pressing of the push button attached to the input. "No reaction": action does not change the object value and also does

Up + stop: each short push transfers the following sequence command values into the communication object: Up, Stop, Up, Stop, etc.

Down + stop: each short push transfers the following sequence

command values into the communication object.

Stop: a short push transfers into the communication object the stop

not send a telegram.

Stop: a short push transfers into the communication object the stop command value ("1" or "0").

Open slats: a short push transfers into the communication object the stop (open slats) command value ("0").

Close slats: a short push transfers into the communication object the

stop (close stats) confinanti value (1).	
Xn+1 - Long push reaction	No reaction
	Up
	Down
	Stop
	Open slats
	Close slats

Here an adjustment is made to define which movement command is written into the storage cell of the communication object and sent after long pressing of the push button attached to the input.

"No reaction": action does not change the object value and also does not send a telegram.

Up: a long push action transfers into the communication object the Up command (value "0")

Down: a long push action sends the Down command (value "1") Stop: a long push action sends the stop command (value "1" or "0") Open slats: a long push action transfers into the communication object the stop (open slats) command (value "0")

Close slats: a long push action transfers into the communication object the stop (close slats) command (value "1")

Xn+1 - Long push release No reaction / Stop

Here an adjustment is made to define which value is written into the storage cell of the communication object and sent when releasing the push button after a long press.

"No reaction": action does not change the object value and also does not send a telegram.

Stop: the stop command (value "1" or "0") is transferred into the communication object and sent.

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Parameters	Setting		
Xn+1 - Long push action min.	0.5 second		
	1 second		
	2 seconds		
	3 seconds		
	4 seconds		
	5 seconds		
10 seconds			
This parameter determines the minimum period for detecting a long			

This parameter determines the minimum period for detecting a long push.

Contact type Normally open contact
Normally closed contact

The contact type of the input attached to the channel is adjusted here. "Normally open contact": the contact of the input is active when closed, inactive when opened.

"Normally closed contact": the contact of the input is active when opened, inactive when closed.

Add enable object Yes / No

The parameter determines if the input can be blocked via an additional Enable object or not. If an input is blocked (Enable value = 0) the status changes at this input are not transmitted.

8.2 Outputs

8.2.1 Relays

Function On/Off

No.	Object name	Function	Size	Flags
114	Output Xn	Switching	1.001 DPT_	CW
(118, 122,			Switch	
126, 130,				
134, 138,				
142, 162,				
166)				

This object is used to receive the swithing telegrams that are transferred to the relay channel.

Switching telegrams are sent via the group address linked with this object.

ODJCC.				
115	Output Xn,	Switching	1.001 DPT_	CRT
(119, 123,		Status	Switch	
127, 131,				
135, 139,				
143, 163,				
167)				

The current switching state of the channel is saved in the status object. It

is automatically sent each time the object value changes.								
116	Output Xn	Enable	1.003 DPT_	CW				
(120, 124,			Enable					
128, 132,								
136, 140,								
144, 164,								
168)								

Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding input.

No.	Object name	Function	Size	Flags
117	Output Xn	2bits	2.001	CW
(121, 125,		Override	DPT_Switch_	
129, 133,			Control	
137, 141,				
145, 165,				
169				

Override telegrams are received via the group address linked with this object.

Output Xn can be forcibly operated (e.g. by a higher-level control). The value of the communication object directly defines the forced position of the contact:

0 or 1 = The output is not forcibly operated (0 switched off, 1 switched on).

2 = The output is forcibly switched off.

3 = The output is forcibly switched on.

Active E1	Yes ▼
E1 : Name	
E1 : Delay before Off	[Immediate ▼
E1 : Delay before On	[Immediate ▼
E1 : Active auto. off	No ▼
E1 : Invert relay polarity	No ▼
E1 : Invert "enable" logic	No ▼

Parameters	Setting			
Active Xn	Yes / No			
Xn : Delay before Off	Immediate, 500 ms,			
	1 second, 2 seconds,			
	5 seconds, 10 seconds,			
	30 seconds, 1 minute, 90 s,			
	2 min., 10 min., 15 min.,			
	30 min., 45 min., 1 h, 90 min.			
This parameter sets the wanted (OFF delay time. A set OFF delay acts			
only on the object "Output Xn, S	witch"			
Xn : Delay before On	Immediate, 500 ms,			
	1 second, 2 seconds,			
	5 seconds, 10 seconds,			
	30 seconds, 1 minute, 90 s.			

30 min., 45 min., 1 h, 90 min.
This parameter sets the wanted ON delay time. A set ON delay acts only on the object "Output Xn, Switch".

Xn : Active auto. off Yes / No

This parameter defines if the ouput is to be permanently switched on using the manual command and has to be switch off again using the manual command (No), or if it is switched on manually for a limited

period and then automatically switched off (Yes).

Xn: Auto. off delay

Immediate, 500 ms,
1 seconds, 2 seconds,
5 seconds,10 seconds,
30 seconds, 1 minute, 90 s,
2 min., 10 min., 15 min.,
30 min., 45 min., 1 h, 90 min.

This parameter determines the delay before automatic switch-off.

Xn: Invert relay polarity Yes / No

The polarity type of the output attached to the channel is adjusted

2 min., 10 min., 15 min.,

here.

"No": the contact of the output is close when active, open when inactive

"Yes": the contact of the output is open when active, closed when inactive

Parameters						Se	tting				
Xn	: In	ver	t eı	nab	le logi	c			Yes	/ No	

The Enable logic of the output attached to the channel is adjusted here.

"No": the contact of the output is Disable when "Output Xn, Enable" object value is 0.

"Yes": the contact of the output is Disable when "Output Xn, Enable" object value is 1.

8.2.2 Shutter (for Ports A and B only)

No.	Object name	Function	Size	Flags
114,122	Outputs A (B)	Shutter Up/	1.008 DPT_	CW
		Down	UpDown	
			'	

The Up/Down movement for the corresponding channel is initiated via these objects. The shutter is raised on receipt of a logical 0 and lowered on receipt of a logical 1. The drive mechanism remains switched on until either a stop command is received

115,123	Outputs A (B)	Open/Close	1.009 DPT_	CW
		Slats	OpenClose	
		Shutter Stop		

Via these objects, the movement of a blind/shutter is stopped regardless of whether the telegram contains a logical 0 or a logical 1. If the output is configured as "Venitian blind" and the blind is stationary, the slats are opened by one step on receipt of a logical 0 and closed by one step on receipt of a logical 1.

If the output is configured as "Roller shutter" and a stop command is received when the roller shutter is stationary, the command is ignored.

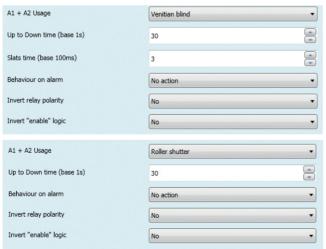
received when the roller shutter is stationary, the command is ignored.				
117,125	Outputs A (B)	Shutter	1.005 DPT_	CW
		Alarm	Alarm	

This object can be linked with an alarm signal from a wind, rain or ice detector, which sends a logical 0 in the idle state and a logical 1 in the event of an alarm.

116,124	Outputs A (B)	Shutter	1.003 DPT_	CW
		Enable	Enable	

Enable telegrams are received via the group address linked with this object. They are used to lock (disable) or unlock (enable) the corresponding input.

In ventian blind use you have the parameters for slat control



Parameters	Setting	
Xn+(n+1) Usage	Use separately(*)	
	Venitian blind	
	Roller shutter	
	Exclusive function	
Slat time (base 100ms)	$3 (0 \rightarrow 255)$	
Only available if "Xn+(n+1) Usage" is set to "Venitian blind"		

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Setting Up to Down time (base 1s) **30** (0 → 255) Only available if "Xn+(n+1) Usage" is set to "Venitian blind" or "Roller shutter' Behaviour on alarm No action Move up Move down Only available if "Xn+(n+1) Usage" is set to "Venitian blind" or "Roller shutter" **Invert relay polarity** Yes / No Allows to invert the move up/down command. "No": X1 is move up, X2 move down <u>"Yes": X1 is move down, X2 is move up</u> **Invert Enable logic** Yes / No The Enable logic of the output attached to the channel is adjusted "No": the contact of the output is Disable when "Output Xn, Enable" object value is 0. "Yes": the contact of the output is Disable when "Output Xn, Enable"

(*): See the previous parameters description and communication object description table

8.2.3 Exclusive function (Ports A and B only)

This functionality is used to perform logical XOR functions between two relays on the same port.

A1 + A2 Usage	Exclusive function	•
Invert relay polarity	No	•

No.	Object name	Function	Size	Flags
115 (122)	Outputs A (B)	A2 on & A1	1.002 DPT_	CW
		off Off	Bool	
		(B2 on & B1		
		off Off)		
1 : Activate	es A2, Deactivates A1			
0 : Deactiv	ates A1 and A2			
114 (123)	Outputs A (B)	A1 on & A2	1.002 DPT_	CW
		off Off	Bool	
		(B1 on & B2		
		off Off)		
1 : Activate	es A1, Deactivates A2			
0 : Deactiv	ates A1 and A2			
121 (129)	Outputs A (B)	A2 Status	1.002 DPT_	CRT
		(B2 Status)	Bool	
1 : A2 (B2)	is activated			
0:A2 (B2)	is deactivated			
	Outputs A (B)	A1 Status	1.002 DPT_	CRT
		(B1 Status)	Bool	
1:A1 (B1)	is activated			
0:A1(B1)	is deactivated			

Parameters	Setting	
Xn, Invert relay polarity	Yes / No	
Allows to invert the logic of the exclusive function		

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8.3 MODE

Four modes are applicable. Each mode determines if an output should be available or not.

An additional parameter allows to determine the action to do when the desired mode is launched.

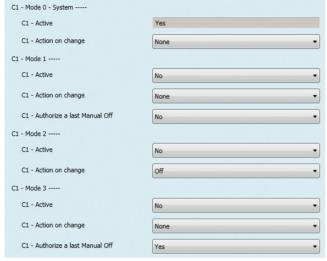
If an output is active, objects "Scene", "Override", "Enable/Disable", "On/Off" are usable.

If an output is inactive, the output cannot be managed by any object as long as the current mode is active. If the additional parameter "Authorize a last Manual Off" is set to "yes" it is possible to swich off the output before the output locks.

The additional parameter "Authorize a last Manual Off" is only available if output is set as inactive in the current mode and the parameter "Action on change" is set to "none" or "On" or "Enable+on".

Mode management is not available for Block A and B when they are

Mode management is not available for Block A and B when they are configured as "Roller shutter", "Venitian blind", "Exclusive function".



Parameters	Setting	
Mode	Mode 1	
	Mode 2	
	Mode 3	
	Mode 0 (System)	
This is a virtual parameter in order to configure each mode.		
Xn, Active Yes / No		

Here it is possible to do an adjustment to make the output available or not within the 4 different modes.

This is a very high priority, "Override" actions and "Enable" actions will have no effect on the output if "Xn Active" is set to "No".

With "Mode 0 (System)", this parameter has a ReadOnly permission and locked to "Yes".

locked to Tes.		
Xn, Action on change	None	
	On	
	Off	
	Enable + On	
	Enable + Off	
	On + Disable	
	Off + Disable	
Here it is possible to make an adjustment to set an automatic order		
command when mode under configuration is active.		

Xn, Authorize a last manual offHere it is possible to make an adjustment to allow a last OFF order command on Xn when "Xn, Active" parameter is set to "No" (before output becomes unavailable).

This parameter is visible only if "Xn, Active" is set to "No" and "Xn Action on change" is set to "None","On" or "Enable+On".

No.	Object name	Function	Size	Flags
198	Mode_Sytem	Mode_Sytem	1.010 DPT_ Start	CRW
1 : Enable 0 : No rea	s System mode, dis ction	ables all other mod	les	1
199	Mode_1	Mode_1	1.010 DPT_ Start	CRW
1 : Enable 0 : No rea	es mode 1, disables a	all other modes		
200	Mode_2	Mode_2	1.010 DPT_ Start	CRW
1 : Enable 0 : No rea	es mode 2, disables a	all other modes		
201	Mode_3	Mode_3	1.010 DPT_ Start	CRW

Parameters	Setting	
Xn, Invert relay polarity	Yes / No	
Allows to invert the move DND/MUR command		

8.4 Power Measure Management

No.	Object name	Function	Size	Flags
185	Outputs C (E)	Energy	13.010	CR
(186, 187,			DPT_	
188)			ActiveEnergy	
The value	saved into this com	nmunication obje	ct represents tl	ne
measured	l active energy.			
189	Outputs C (E)	Energy Reset	1.010 DPT_	CW
(190, 191,			Start	
192)				
Start: rese	ets the active energy	y counter		
Stop: No r	reaction			
193	Outputs C (E)	Power	14.56 DPT_	CR
(194, 195,		mesure	Value_Power	
196)				
The value electrical	of this communica	tion object repres	sents the meas	ured

Active power measure Yes ▼

If the object communication "write" flag is set, the current value is

automatically sent each time the object value changes

Parameters	Setting
Active power measure	Yes
	No

This parameter is used to hide or display the communication objects relating to power measure management.

8.5 Scenes

No.	Object name	Function	Size	Flags
1	Input Scene		17.001 DPT_ SceneNumber	CW
Scanac tale	Scanos talagrams are received via the group address linked with this			

Scenes telegrams are received via the group address linked with this object.

The scene value affects all ouputs using this scene number.

INSTANCE 1:	
C1 : Scenario number (0=not used)	0
C1 : Binary value	Off ▼
C1 : Delay	Immediate ▼
C2 : Scenario number (0=not used)	0
C2 : Binary value	Off
C2 : Delay	Immediate ▼
C3 : Scenario number (0=not used)	0
C3 : Binary value	Off ▼
C3 : Delay	Immediate ▼
C4 : Scenario number (0=not used)	0
C4 : Binary value	Off ▼
C4 : Delay	Immediate ▼

Each output channel can be assigned to 5 different instances. Each output channel can be assigned to 5 differents scenario instances. For Outputs A1, A2, B1, B2, those parameters are only available when outputs are configured as switch "use separatly".

Parameters	Setting		
Xn, Scenario Number	0 → 64		
0 : No scenario			
Xn, Scenario Order	Off		
	On		
	Off + Disable		
	On + Disable		
	Enable + Off		
	Enable + On		
	Enable		
	Disable		
Here it is possible to make an ac	djustment to define the order action		
that should be executed on the	output when the corresponding scene		
number is received.			
Xn, Delay	Immediate, 500 ms,		
	1 second, 2 seconds,		
	5 seconds, 10 seconds,		
	30 seconds, 1 minute,		
	90 sec., 2 min., 10 min.,		
	15 min., 30 min., 45 min.,		
1	1 h, 90 min.		
Here it is possible to make an ac	Here it is possible to make an adjustment to define a delay before		
executing the order action on the output when the corresponding scene			
number is received.			

For Outputs A and B, those parameters are only available when they are configured as "Roller shutter" or "Venitian blinds".

Parameters	Setting	
Xn+(n+1), Scenario Number	0 → 64	
0 : No scenario		
Xn+(n+1), Scenario Order	Up	
	Down	
	Up + Disable	
	On + Disable	
	Enable + Up	
	Enable + Down	
	Enable	
	Disable	
Here it is possible to make an adjustr	nent to define the order action	
that should be executed on the outp number is received.	ut when the corresponding scene	
Xn+(n+1), Delay	Immediate, 500 ms,	
-	1 second, 2 seconds,	
	5 seconds, 10 seconds,	
	30 seconds, 1 minute, 90	
	s., 2 min., 10 min., 15 min.,	
	30 min., 45 min., 1 h, 90 min.	
Here it is possible to make an adjustn	nent to define a delay before	
executing exclusive function the order action on the output when the		
corresponding scene number is receive	ved.	

For Outputs A and B, those parameters are only available when they are configured as "Exclusive function".

Parameters	Setting	
Xn+(n+1), Scenario Number $0 \rightarrow 64$		
0 : No scenario		
Xn+(n+1), Scenario Order	Do Not disturb	
	Make Up Room	
	Stop	
Here it is possible to make an adjust that should be executed on the outr		
that should be executed on the outp number is received.	out when the corresponding scene	
that should be executed on the outp number is received.	lmmediate, 500 ms,	
that should be executed on the outp number is received.	Immediate, 500 ms, 1 second, 2 seconds,	
that should be executed on the outp number is received.	Immediate, 500 ms, 1 second, 2 seconds, 5 seconds, 10 seconds,	
that should be executed on the outp	Immediate, 500 ms, 1 second, 2 seconds, 5 seconds, 10 seconds, 30 seconds, 1 minute, 90 s.,	
that should be executed on the outp number is received.	Immediate, 500 ms, 1 second, 2 seconds, 5 seconds, 10 seconds,	

executing the order action on the output when the corresponding scene number is received.

8.6 Program Functions

3 program functions are available.

Each program function allows to generate up to 5 different commands (fully configurable) triggered by one input condition (fully configurable).

No.	Object name	Function	Size	Flags
214	Program Fn	Program Fn	1.002 DPT_	CRW
(220, 226)		Input 1bit	Bool	
		Program Fn	2.002 DPT_	
		Input 2bits	Bool_Control	
		Program Fn	3.007 DPT_	
		Input 4bits	Control_	
			Dimming	
		Program Fn	5.010 DPT_	
		Input 1bytes	Value_1_	
			Ucount	
		Program Fn	7.001 DPT_	
		Input 2bytes	Value_2_	
			Ucount	
		Program Fn	12.001 DPT_	
		Input 4bytes	Value_4_	
			Ucount	

This object is used to trigger the program function.

Depending on the "Input Size" parameter, this communication can have different datapoint types.

No.	Object name	Function	Size	Flags
215	Program Fn	Program Fn	1.002 DPT_	CT
(221, 227)		Output 1 1bit		
		Program Fn	2.002 DPT_	
		Output 1	Bool_Control	
		2bits		
		Program Fn	3.007 DPT_	
		Output 1	Control_	
		4bits	Dimming	
		Program Fn	5.010 DPT_	
		Output 1	Value_1_	
		1bytes	Ucount	
		Program Fn	7.001 DPT_	
		Output 1	Value_2_	
		2bytes	Ucount	
		Program Fn	12.001 DPT_	
		Output 1	Value_4_	
		4bytes	Ucount	
	m function Output 1 v		tne address lir	nked with
	when the program is t		1 002 DDT	СТ
216	Program Fn	Program Fn	1.002 DPT_	СТ
(222, 228)		Output 21bit	Bool	
		Program Fn	2.002 DPT_	
		Output 2	Bool_Control	
		2bits		
		Program Fn	3.007 DPT_	
		Output 2	Control_	
		4bits	Dimming	
		Program Fn	5.010 DPT_	
		Output 2	Value_1_	
		1bytes	Ucount	
		Program Fn	7.001 DPT_	
		Output 2	Value_2_	
		2bytes	Ucount	
		Program Fn	12.001 DPT_	
		Output 2	Value_4_	
		4bytes	Ucount	
	m function Output 2 v		the address lin	nked with
	when the program is t		1 000 DDT	СТ
217	Program Fn	Program Fn	1.002 DPT_	CT
(223, 229)		Output 3 1bit		
		Program Fn	2.002 DPT_	
		Output 3	Bool_Control	
		2bits	2 007 DDT	
		D		
		Program Fn	3.007 DPT_	
		Output 3	Control_	
		Output 3 4bits	Control_ Dimming	
		Output 3 4bits Program Fn	Control_ Dimming 5.010 DPT_	
		Output 3 4bits Program Fn Output 3	Control_ Dimming 5.010 DPT_ Value_1_	
		Output 3 4bits Program Fn Output 3 1bytes	Control_ Dimming 5.010 DPT_ Value_1_ Ucount	
		Output 3 4bits Program Fn Output 3 1bytes Program Fn	Control	
		Output 3 4bits Program Fn Output 3 1bytes Program Fn Output 3	Control	
		Output 3 4bits Program Fn Output 3 1bytes Program Fn Output 3 2bytes	Control_ Dimming 5.010 DPT_ Value_1_ Ucount 7.001 DPT_ Value_2_ Ucount	
		Output 3 4bits Program Fn Output 3 1bytes Program Fn Output 3 2bytes Program Fn	Control_Dimming 5.010 DPT_Value_1_Ucount 7.001 DPT_Value_2_Ucount 12.001 DPT_	
		Output 3 4bits Program Fn Output 3 1bytes Program Fn Output 3 2bytes	Control_ Dimming 5.010 DPT_ Value_1_ Ucount 7.001 DPT_ Value_2_ Ucount	

this object when the program is triggered.

No.	Object name	Function	Size	Flags
218	Program Fn	Program Fn	1.002 DPT_	CT
(224, 230)		Output 4 1bit	Bool	
		Program Fn	2.002 DPT_	
		Output 4	Bool_Control	
		2bits		
		Program Fn	3.007 DPT_	
		Output 4	Control_	
		4bits	Dimming	
		Program Fn	5.010 DPT_	
		Output 4	Value_1_	
		1bytes	Ucount	
		Program Fn	7.001 DPT_	
		Output 4	Value_2_	
		2bytes	Ucount	
		Program Fn	12.001 DPT_	
		Output 4	Value_4_	
		4bytes	Ucount	
	ım function Output 4 v		the address lii	nked with
	when the program is t			
219	Program Fn	Program Fn	1.002 DPT_	CT
(225, 231)		Output 5 1bit	Bool	
		Program Fn	2.002 DPT	
		Output 5	Bool Control	
		2bits	_	
		Program Fn	3.007 DPT_	
		Output 5	Control_	
		4bits	Dimming	
		Program Fn	5.010 DPT_	
		Output 5	Value_1_	
		1bytes	Ucount	
		Program Fn	7.001 DPT_	
		Output 5	Value_2_	
		2bytes	Ucount	
		Program Fn	12.001 DPT_	
		Output 5	Value_4_	
		4bytes	Ucount	
The Progra	m function Output 5 v	alue is sent via	the address li	nked with
this object	when the program is	triggered.		

Parameters	Setting			
Active Program X	Active Program X Yes / No			
This is a parameter	r that indicates if Program X should be used or not. If			
not, no communic	ation object parameters will be visible.			
Program X name	string			
This is a parameter	r to name the program. There is no influence on the			
program behavior.				
Name Px_input	string			
This is a parameter	to name the input function.			
Input Size	1 bit			
	2 bits			
4 bits				
1 Byte				
	2 Bytes			
4 Bytes				
Here it is possible	to make an adjustment to set the datapoint size of			
the "Program Fn In	put XXX" communication object.			

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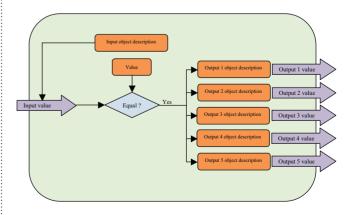
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Parameters	Setting	
Value Type	"Input Size" value	Possible setting values
71	1 bit	Value
		On/Off
		Enable/Disable
		Up/Down
	2 bits	Value
		Control Value
	4 bits	Value
		Dimming
	1 Byte	Non-scaled value
		Scaled value
		Scene
	2 Bytes	Unsigned value
	2 bytes	Floating value
	4 Bytes	Unsigned value
	T bytes	Floating value
Hara it is possible	to make an adjustmer	nt to set the datapoint type of
the comparison va		it to set the datapoint type of
Value	1	0.1
value	1 bit Value 1 bit On/Off	0, 1 On, Off
		
	1 bit Up/Down	Enable / Disable
	1 bit Up/Down	Up / Down
	2 bits Value	0, 1, 2, 3
	2 bits Control Value	Priority High / On
		Priority High / Off
		Priority Low / On
	41.5.37.1	Priority Low / Off
	4 bits Value	0 → 15
	4 bits Dimming	Up 100%, Up 50%, Up 25%,
		Up 12%, Up 6%, Up 3%,
		Up 1%, Stop, Stop, Down 1%,
		Down 3%, Down 6%, Down
		12%, Down 25%, Down 50%
	1 Byte Non-scaled	0 → 255
	value	
	1 Byte Scaled value	0 → 100%
	1 Byte Scene	1 → 64
	2 Bytes Unsigned	0 → 65535
	value	
	2 Bytes Floating	0 → 65535
	value	
	4 Bytes Unsigned	0 → 4294967295
	value	
	4 Bytes Floating	0 → 4294967295
	value	
Here it is possible		nt to set the value that should
		alue. If equal, then the
program sequence	-	raide. Il equal, there the
Name Px_	string	
Output 1 (2 → 5)	59	
	er to name the output	X function
Output 1	1 bit	A function.
(2 → 5) Size	2 bits	
(2 7 5) Size		
	4 bits	
	1 Byte	
	2 Bytes	
Hana is in a second 1	4 Bytes	at to ont the date of the time of
		nt to set the datapoint size of
tine "Program En C	utput Y XXX" commur	iication object.

Parameters	Setting	
Output 1 (2 \rightarrow 5)	"Input Size" value	Possible setting values
Value Type	1 bit	Value
• • •		On/Off
		Enable/Disable
		Up/Down
	2 bits	Value
		Control Value
	4 bits	Value
		Dimming
	1 Byte	Non-scaled value
		Scaled value
		Scene
	2 Bytes	Unsigned value
		Floating value
	4 Bytes	Unsigned value
		Floating value
		ent to set the datapoint type of us via the Program Fn Output Y
XXX communicati		

uld be sent on the bus	s via the Program Fn Output Y
on object.	
1 bit Value	0, 1
1 bit On/Off	On, Off
1 bit Enable/Disable	Enable / Disable
1 bit Up/Down	Up / Down
2 bits Value	0, 1, 2, 3
2 bits Control Value	Priority High / On
	Priority High / Off
	Priority Low / On
	Priority Low / Off
4 bits Value	0 → 15
4 bits Dimming	Up 100%, Up 50%, Up 25%,
	Up 12%, Up 6%, Up 3%,
	Up 1%, Stop, Stop, Down 1%,
	Down 3%
	Down 6%, Down 12%
	Down 25%, Down 50%
1 Byte Non-scaled	0 → 255
value	
1 Byte Scaled value	0 →100%
1 Byte Scene	1 → 64
2 Bytes Unsigned	0 → 65535
value	
2 Bytes Floating	0 → 65535
value	
4 Bytes Unsigned	0 → 4294967295
landaria -	
value	
	on object. 1 bit Value 1 bit On/Off 1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming 1 Byte Non-scaled value 1 Byte Scaled value 2 Bytes Unsigned value 2 Bytes Floating value 4 Bytes Unsigned

Here it is possible to make an adjustment to set the value that should be sent on the bus via the Program Fn Output Y XXX communication object.



Data sheet: S000084840EN-2 Updated: 01/07/2015

8.7 Logical functions

3 logical functions are available.

A logical function consists in generating an output command resulting from a logic operation comprising up to 3 input conditions. Each input (fully configurable) is compared with a preset value depending of the communication objects size selected. The element of comparison between the preset value and the value received into the input communication object is also configurable (equal, different, higher, lower, etc.).

The logical result of each comparison (true or false) is then operated by up to 2 operators (depending on whether different inputs are used or not) in order to generate a logic operation result. This result is used to trigger the output telegram (fully configurable).

The output telegram value can be the logic operation result or a preset value (the preset value size depends on the chosen output communication object size). Also, there is a condition (configurable) that triggers the output telegram sending (see parameter "Output SendCondition").

No.	Object name	Function	Size	Flags
202	Logic Fn	Logic Fn	1.002 DPT_	CRW
(206, 210)		Input 1 1bit	Bool	
		Logic Fn	2.002 DPT_	1
		Input 1 2bits	Bool_Control	
		Logic Fn	3.007 DPT_	1
		Input 1 4bits	Control_	
			Dimming	
		Logic Fn	5.010 DPT_	
		Input 1	Value_1_	
		1bytes	Ucount	
		Logic Fn	7.001 DPT_	
		Input 1	Value_2_	
		2bytes	Ucount	
		Logic Fn	12.001 DPT_	
		Input 1	Value_4_	
		4bytes	Ucount	

This object is used, as an event, to trigger the logical function.

Depending on the "Input 1: Object size" parameter, this communication

can nave u	merent datapoint type	₽.		
203 (207, 211)	Logic Fn	Logic Fn Input 2 1bit	1.002 DPT_ Bool	CRW
		Logic Fn Input 3 2bits	2.002 DPT_ Bool_Control	
		Logic Fn	3.007 DPT_	
		Input 3 4bits	Control_	
			Dimming	
		Logic Fn	5.010 DPT_	
		Input 3	Value_1_	
		1bytes	Ucount	
		Logic Fn	7.001 DPT_	
		Input 3	Value_2_	
		2bytes	Ucount	
		Logic Fn	12.001 DPT_	
		Input 3	Value_4_	
		4bytes	Ucount	

This object is used, as event, to trigger the logical function.

Depending of "Input 1: Object size" parameter, this communication can have different datapoint type.

No.	Object name	Function	Size	Flags
204	Logic Fn	Logic Fn	1.002 DPT_	CRW
(208, 212)		Input 3 1bit	Bool	
		Logic Fn	2.002 DPT_	1
		Input 3 2bits	Bool_Control	
		Logic Fn	3.007 DPT_	1
		Input 3 4bits	Control_	
			Dimming	
		Logic Fn	5.010 DPT_	
		Input 3	Value_1_	
		1bytes	Ucount	
		Logic Fn	7.001 DPT_	
		Input 3	Value_2_	
		2bytes	Ucount	
		Logic Fn	12.001 DPT_	
		Input 3	Value_4_	
		4bytes	Ucount	

This object is used, as an event, to trigger the logical function.

Depending on the "Input 1: Object size" parameter, this communication

can nave d	inerent datapoint type.			
205	Logic Fn	Logic Fn	1.002 DPT_	CT
(209, 213)		Output 1bit	Bool	
		Logic Fn	2.002 DPT_	
		Output 2bits	Bool_Control	
		Logic Fn	3.007	
		Output 4bits	DPT_Control_	
			Dimming	
		Logic Fn	5.010 DPT_	
		Output	Value_1_	
		1bytes	Ucount	
		Logic Fn	7.001 DPT_	
		Output	Value_2_	
		2bytes	Ucount	
		Logic Fn	12.001 DPT_	
		Output	Value_4_	
		4bytes	Ucount	

The Logic Fn Output xx object value is sent via the address linked with this object depending on the logical function configuration.

Active Logic Function 1	Yes ▼
Input 1 : Object size	1 bit ▼
Input 1 : Type of value	On/Off ▼
Input 1 : Value	On ▼
Comparator 1	= (Equal to)
Operator 1	AND ▼
Input 2 : Object size	1 Byte ▼
Input 2 : Type of value	Scaled value
Input 2 : Value	50
Comparator 2	< (Lower than)
Operator 2	OR ▼
Input 3 : Object size	1 bit ▼
Input 3 : Type of value	Enable/Disable ▼
Input 3 : Value	Disable ▼

Active Logic function X This is a parameter that indicates if Logic function X should be used or not. If not, no communication object parameters will be visible. Input 1: Object size Here it is posible to make an adjustment to set the datapoint size of the Value Input XXX" communication object. Input 1: Type of Input Size" value Possible setting values Value On/Off
This is a parameter that indicates if Logic function X should be used or not. If not, no communication object parameters will be visible. Input 1: Object 1 bit/2 bits/4 bits/1 Byte/2 Bytes/4 Bytes Here it is posible to make an adjustment to set the datapoint size of the Clogic Fn Input XXX" communication object. Input 1: Type of Value Possible setting values I bit Value On/Off Enable/Disable Up/Down 2 bits Value Control Value 4 bits Value Dimming I Byte Non-scaled value Scaled value Scaled value Scaled value Floating value 4 Bytes Unsigned value Floating value Here it is posible to make an adjustment to set the datapoint type of the comparison value. Input 1: value I bit Value On/Off Enable/Disable Up/Down 2 bits Value Dimming Non-scaled value Floating value Hosting value Floating value I bit Value On/Off Enable/Disable Up/Down 2 bits Value Dimming Non-scaled value Floating value Floating value Floating value Unsigned value Floating value Floating value Unsigned value Floating value Floating value
not. If not, no communication object parameters will be visible. Input 1: Object 1 bit/2 bits/4 bits/1 Byte/2 Bytes/4 Bytes I bit/3 bit/4 bits I bit/4 bits/4 bits/1 Byte/2 Bytes/4 Bytes I bit/4 bits/4 bits/4 Bytes/4 Byte
not. If not, no communication object parameters will be visible. Input 1: Object 1 bit/2 bits/4 bits/1 Byte/2 Bytes/4 Bytes I bit/3 bit/4 bits I bit/4 bits/4 bits/1 Byte/2 Bytes/4 Bytes I bit/4 bits/4 bits/4 Bytes/4 Byte
Input 1: Object size I bit/2 bits/4 bits/1 Byte/2 Bytes/4 Bytes I bit/2 bits/4 bits/1 Byte/2 Bytes/4 Bytes I bit bits/4 bits/1 Byte/2 Bytes/4 Bytes I bit bits bits betting values I bit bit bits bits bits/4 bits bits/4 bits bits/6 bits/6 bits/6 bits/7 bits/6 bits/
Here it is posible to make an adjustment to set the datapoint size of the Logic Fn Input XXX" communication object. Input 1:Type of Value Input Size" value
Togic Fn Input XXX" communication object. Input 1:Type of value
Input 1:Type of value Input Size" value
Table 1 bit Value
On/Off Enable/Disable Up/Down 2 bits Value Control Value 4 bits Value Dimming 1 Byte Non-scaled value Scaled value Scaled value Scene 2 Bytes Unsigned value Floating value 4 Bytes Unsigned value Floating value Floating value Floating value Floating value Input 1: value 1 bit Value 0, 1
Up/Down 2 bits Value Control Value 4 bits Value Dimming 1 Byte Non-scaled value Scaled value Scene 2 Bytes Unsigned value Floating value 4 Bytes Unsigned value Floating value Here it is posible to make an adjustment to set the datapoint type of the comparison value. Input 1: value 1 bit Value 0, 1
Up/Down 2 bits Value Control Value 4 bits Value Dimming 1 Byte Non-scaled value Scaled value Scene 2 Bytes Unsigned value Floating value 4 Bytes Unsigned value Floating value Here it is posible to make an adjustment to set the datapoint type of the comparison value. Input 1: value 1 bit Value 0, 1
Control Value 4 bits Value Dimming 1 Byte Non-scaled value Scaled value Scene 2 Bytes Unsigned value Floating value 4 Bytes Unsigned value Floating value Here it is posible to make an adjustment to set the datapoint type of the comparison value. Input 1: value 1 bit Value 0, 1
4 bits Value Dimming 1 Byte Non-scaled value Scaled value Scene 2 Bytes Unsigned value Floating value 4 Bytes Unsigned value Floating value Floating value Floating value Here it is posible to make an adjustment to set the datapoint type of the comparison value. Input 1: value 1 bit Value 0, 1
Dimming 1 Byte Non-scaled value
1 Byte Non-scaled value Scaled value Scaled value
Scaled value Scene 2 Bytes Unsigned value Floating value 4 Bytes Unsigned value Floating value Floating value Floating value Floating value Here it is posible to make an adjustment to set the datapoint type of the comparison value. Input 1: value 1 bit Value 0, 1
Scene 2 Bytes Unsigned value Floating value 4 Bytes Unsigned value Floating value Floating value Floating value Here it is posible to make an adjustment to set the datapoint type of the comparison value. Input 1: value 1 bit Value 0, 1
2 Bytes Unsigned value Floating value 4 Bytes Unsigned value Floating value Floating value Floating value Here it is posible to make an adjustment to set the datapoint type of the comparison value. Input 1: value 1 bit Value 0, 1
Floating value 4 Bytes Unsigned value Floating value Here it is posible to make an adjustment to set the datapoint type of the comparison value. I bit Value 0, 1
Floating value 4 Bytes Unsigned value Floating value Here it is posible to make an adjustment to set the datapoint type of the comparison value. I bit Value 0, 1
4 Bytes Unsigned value Floating value Here it is posible to make an adjustment to set the datapoint type of the comparison value. Input 1: value 1 bit Value 0, 1
Here it is posible to make an adjustment to set the datapoint type of the comparison value. The comparison value
he comparison value. nput 1 : value
nput 1 : value 1 bit Value 0, 1
1 bit On/Off On, Off
1 bit Enable/Disable Enable / Disable
1 bit Up/Down Up / Down
2 bits Value 0, 1, 2, 3
2 bits Control Value Priority High / On
Priority High / Off
Priority Low / On
Priority Low / Off
4 bits Value $0 \rightarrow 15$
4 bits Dimming
Up 1%, Stop, Stop, Down
1%, Down 3%, Down 6%,
Down 12%, Down 25%,
Down 50%
1 Byte Non-scaled 0 → 255 value
1 Byte Scaled value 0 → 100%
1 Byte Scene 1 → 64
2 Bytes Unsigned $0 \rightarrow 65535$
value
2 Bytes Floating 0 → 65535 value*
4 Bytes Unsigned 0 → 4294967295 value
4 Bytes Unsigned 0 → 4294967295 value
value Here it is posible to make an adjustment to set the value that should be
compared to Logic Fn Input 1 XXX value (received from the bus).
f: Only the positive integer part is used.
Comparator 1 = (equal to)
!= (not equal to)
< (lower than)
<= (lower than or equal to) > (higher than)
>= (higher than or equal to)
This is an adjustment to choose which comparator should be used to
compare Value 1 parameter and the value received from the bus (Logic Fn Input 1 XXX).
Attention: Due to errors of precision, it's strongly recommended not to

use the "=" and "!=" comparator with floating value or scaled value.

	S	
Parameters	Setting	
Operator 1	None	
	AND	
	OR	
	XOR	
	NAND	
	NOR	
Operator 1		
Input 2 : Object	See "Input 1:	: Object size" parameter description
size		
Here it is posible t	o make an adj	ustment to set the datapoint size of the
"Logic Fn Input XX	(X" communic	ation object.
Input 2: Type of	See "Input 1:	: Type of value" parameter description
value		
Here it is posible t	o make an adi	ustment to set the datapoint type of
the compared val		, ,,,
Input 2 : value		value" parameter description
		ustment to set the value that should be
		XX value (received from the bus).
Comparator 2	= (equal to)	and the second and the basy.
	!= (not equal	to)
	< (lower than	,
		an or equal to)
	,	, ,
	> (higher tha	•
		nan or equal to)
		ustment to choose which comparator
		ie 2 parameter and the value received
from the bus (Log		
		ision, it's strongly recommended not to
	comparator	with floating value or scaled value.
Operator 2	None	
	AND	
	OR	
	XOR	
	NAND	
	NOR	
Operator 2		
Input 3 : Object	See "Input 1:	: Object size" parameter description
size		
Here it is posible t	o make an adj	ustment to set the datapoint size of the
"Logic Fn Input XX		
Input 3 : Type of	See "Input 1	: Type of value" parameter description
value		,
	o make an adi	ustment to set the datapoint type of
the compared value		astinent to set the datapoint type of
		: value" parameter description
		usment to set the value that should be
		XX value (received from the bus).
Comparator 3	= (equal to)	Total value (received from the bus).
Comparator 5	!= (not equal	to)
	< (lower than	
	1 .	
		an or equal to)
	> (higher tha	
Camanaus tau 3	>= (nigner ti	nan or equal to)
Comparator 3		
0.1.7		
Output : Type of result		Logic result
Ouput : Send condition		Result change 🔻
		The state of the s
Output : Type of result		Fixed value
Ouput : Send condition		Input 1 event ▼
Output : Object size		1 Byte
		1 Byte ▼
Output : Type of value		Scene ▼

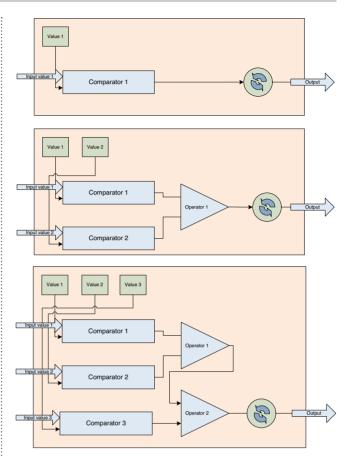
Updated: 01/07/2015

Output : Value

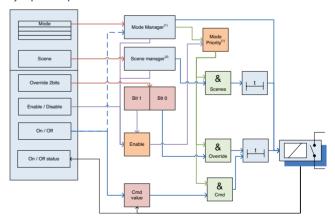
Created: 01/09/2014 La legrand

Parameters	Setting	
Output Result	Logic Result	
	Fixed value	
his is a paramete	er that determines which ki	nd of value should be sent
nto Logic Fn Out	put object. It can be the log	gic operation result or a
reset value (fixe		3
Output	Result change	
SendCondition	Result is true	
, ca.coa	Result is false	
	Input 1 event	
	Input 2 event	
	Input 3 event	
	Input 1 or 2 or 3 event	
	to make a parameter that d	
	<u> Logic Fn Output object tele</u>	gram sending.
nput 1 Size	1 bit	
	2 bits	
	4 bits	
	1 Byte	
	2 Bytes	
	4 Bytes	
lere it is nosible	to make an adjustment to s	set the datamoint size of the
	" communication object.	et the datapoint size of the
Logic Fil Output /alue 1 Type	"Input Size" value	Possible setting values
arue i Type	1 bit	Value
	I DIT	
		On/Off
		Enable/Disable
		Up/Down
	2 bits	Value
		Control Value
	4 bits	Value
		Dimming
	1 Byte	Non-scaled value
	-	Scaled value
		Scene
	2 Bytes	Unsigned value
	2 Bytes	
	4 D. +	Floating value
	4 Bytes	Unsigned value
		Floating value
	to make an adjustment to s	set the datapoint type of
he comparison e	element.	
/alue 1	1 bit Value	0, 1
aiue i		
raiue i	1 bit On/Off	On, Off
raide i	1 bit On/Off 1 bit Enable/Disable	On, Off Enable / Disable
raiue i		
raiue i	1 bit Enable/Disable 1 bit Up/Down	Enable / Disable Up / Down
raide i	1 bit Enable/Disable 1 bit Up/Down 2 bits Value	Enable / Disable Up / Down 0, 1, 2, 3
raiue I	1 bit Enable/Disable 1 bit Up/Down	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On
raiue I	1 bit Enable/Disable 1 bit Up/Down 2 bits Value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority High / Off
raiue I	1 bit Enable/Disable 1 bit Up/Down 2 bits Value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On
raiue I	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off
raiue I	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off 0 → 15
raiue I	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority High / Off Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%,
raiue I	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%,
raiue I	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop
raiue i	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%,
raiue i	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop
raiue I	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%,
raiue i	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50%
raiue i	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255
raiue i	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming 1 Byte Non-scaled value 1 Byte Scaled value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255 0 → 100%
raiue i	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming 1 Byte Non-scaled value 1 Byte Scaled value 1 Byte Scene	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 25%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255 0 → 100% 1 → 64
raiue i	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming 1 Byte Non-scaled value 1 Byte Scaled value 2 Bytes Unsigned value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 25%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255 0 → 100% 1 → 64 0 → 65535
value I	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming 1 Byte Non-scaled value 1 Byte Scaled value 1 Byte Scene 2 Bytes Unsigned value 2 Bytes Floating value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 3%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255 0 → 100% 1 → 64 0 → 65535 0 → 65535
raiue i	1 bit Enable/Disable 1 bit Up/Down 2 bits Value 2 bits Control Value 4 bits Value 4 bits Dimming 1 Byte Non-scaled value 1 Byte Scaled value 2 Bytes Unsigned value	Enable / Disable Up / Down 0, 1, 2, 3 Priority High / On Priority Low / On Priority Low / Off 0 → 15 Up 100%, Up 50%, Up 25%, Up 12%, Up 6%, Up 25%, Up 1%, Stop, Stop Down 1%, Down 3%, Down 6%, Down 12%, Down 25%, Down 50% 0 → 255 0 → 100% 1 → 64 0 → 65535

This is an adjustment to set the value that should be compared to



Synoptic: output behaviours



⁽¹⁾Mode manager

Four modes are applicable. Each mode determines if the output should be available or not (very high priority) If the output is inactive, the output cannot be managed by any object as long as the current mode is active, otherwise, objects "Scene", "Override", "Enable/Disable", "On/Off" are usable.

It's possible to determine the action to do when the desired mode is launched.

(2)Scene manager

Each output can be assigned to 5 instances of scenes. An instance scene is defined by a scene number and a value preset. If the scene number is set to the value "0", the scene instance is not used.

Scenes action can be executed after a time delay. This time delay is independent and overrides the outputs' delay parameters "time before off" and "time before on".

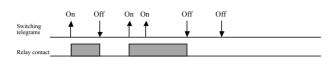
7/2015 Created: 01/09/20

Created: 01/09/2014 **La legrand**

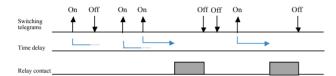
Logic Fn Input XXX value

Output delay parameters

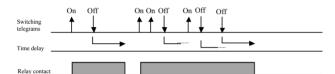
a) Without any delay



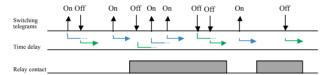
b) Delay before ON



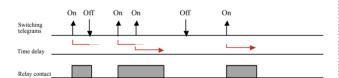
c) Delay before OFF



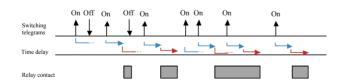
d) Delay before OFF + delay before ON



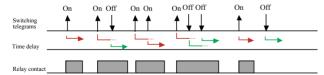
e) Auto Switch OFF



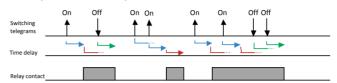
f) Delay before ON + Auto Switch OFF



g) Delay before OFF + Auto Switch OFF



h) Delay before ON + Delay before OFF + Auto Switch OFF



Data sheet: S000084840EN-2

Updated: 01/07/2015