Product manual

Mylos KNX 2 binary inputs module 2CSYK1001C/S



MYLOS[®] Building Automation

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Technical features

1 Technical features

	The two binary inputs module is a flash-mounted device for the ABB's Mylos Building Automation system. The device is characterised by two channels that can be configured as:
	- on/off sensor;
	- on/off sensor – dimmer;
	- shutter sensor;
l l	- 1 bit and 8 bit scene control;
U	- forced operation/ value.
L	It allows you to connect common push-buttons, free-voltage contacts or LEDs.

1.1 Technical data

Power supply	- EIB	over the bus consumption approx. 4 mA
Number of inputs	- Number	2 on the rear side SELV voltage-free
	- Max. cable length	max 10 m
	 Scanning voltage 	20 V DC
	- Input current	0.5 mA
Connections	- Connection to bus	standard bus connector
	- Electric connections	screw terminal max 0.5 Nm
Control and display elements EIB / KNX	- red LED and EIB / KNX button	To set the physical address
IP rating	- IP 20, EN 60 529	
Protection class	- 11	
Ambient temperature	- Use	-5 °C + 45 °C
	- Storage	-25 °C + 55 °C
	- Transport	-25 °C + 70 °C
Execution	- Modular, proM	
Case, colour	- Plastic container	
Dimensions	- 44x44x43 mm	
Weight	- 0.1 Kg	
EC standard	 EIB certificate according to the EMC indications and those for low voltage 	

Device type	Application program	Maximum number of communication objects	Maximum number of group addresses	Maximum number of associations
2CSYK1001x	Binary input 2c/1.0	16	255	255

Supplied state

The device is supplied with the physical address 1.0.1. The application program is preloaded. It is therefore only necessary to load group addresses and parameters during commissioning. However, the complete application program can be reloaded if required. A longer downtime may result if the application program is changed or after a discharge.

Assignment of the physical address

The assignment and programming of the physical address is carried out in the ETS. The device features a Programming button for assignment of the physical device address. The red Programming LED lights up, after the button has been pushed. It switches off, as soon as the ETS has assigned the physical address or the Programming button is pressed again.

Cleaning

If devices become dirty, they can be cleaned using a dry cloth or a cloth dampened with a soapy solution. Corrosive agents or solutions should never be used.

Download behaviour

Depending on the PC, which is used, the progress bar for the download may take up to one and a half minutes, before it appears, due to the complexity of the device.

Maintenance

The device is maintenance-free. No repairs should be carried out by unauthorised personnel if damage occurs, e. g. during transport and/or storage.

1.2 Connection diagram



2 Commissioning

The main functions of the 2 binary inputs module are described in this section.

The 2 binary inputs module parametrisation is performed via the Engineering Tool ETS Software application program. For the parametrisation you need a pc desktop or a laptop with ETS and connection to the KNX system (obtainable for example by means of RS232, USB or IP Interface).

2.1 Parameters

2.1.1 General

1.1.8 Binary input \module, 2 channels				
General Chan A		General		
Chan. A Chan. B	Sending and switching delay after \bus voltage recovery in [225] s Sending delay comprises the initialisation time (2 sec) Do you wish to limit telegram number?			
	UK	Caricer Derauk Inro Help		

Sending and switching delay after bus voltage restoration in [2..255] sec

The delay determines the time that elapses between bus voltage restoration and the first moment in which telegrams can be sent and the relay can be switched. Initialisation time – reaction time of about 2 seconds until the processor is fully operation – it is already included in the delay time.

Do you wish to limit the number of telegrams?

It is possible to define the maximum number of unchanged telegrams during a time interval. This parameter is important upon bus voltage restoration since many devices can send their status at the same time.

Maximum number of telegrams every 10 seconds (if you wish to limit the telegram number it is set on Yes) Maximum number of telegrams that can be sent by the device within 10 seconds.

2.2 Channel A/B

2.2.1 On/off sensor;

2.2.1.1 Distinction

1.1.8 Binary input \module, 2 channels		
General Chan A		Chan. A
Chan. B	Func. associated with chan. Distinction between long Vand short pressure Cyclic sending Reaction to contact closing (Rising edge) Reaction to contact opening (Falling edge) Send object value Vupon bus recovery Debounce time definition	Sensor on/off no no Switching No reaction no 70 ms
		DK Cancel Default Info Help

Type of connected contact

With this parameter you can determine whether the input works as a "Normally open contact" or as a "Normally closed contact".

Distinction between long and short pressure

This parameter allows the device to distinguish between a short and a long signal.

Reaction to short pressure

It allows you to select the type of information to be sent after a short pressure. It is possible to select the sending of ON or OFF telegrams or of telegrams for switching between the two values or no sending.

Reaction to long pressure

It allows you to select the type of information to be sent after a long pressure. It is possible to select the sending of ON or OFF telegrams or of telegrams for switching between the two values or no sending.

Long pressure: Base

Long pressure: Multiplier [0...255]

These two parameters allow you to determine the time that is sufficient to consider a pressure as a long pressure. Time interval is calculated as follows: Period for long pressure = Base * Multiplier.

Debounce time definition

Commissioning

2.2.1.2 No distinction

1.1.8 Binary input \module, 2 channels		and the second s	×
General Share A		Chan. A	
Chan. A Chan. B	Func, associated with chan. Distinction between long Vand short pressure Cyclic sending Reaction to contact closing (Rising edge) Reaction to contact opening (Falling edge) Message repetition: Base Message repetition Multiplier [0255] Send object value Vupon bus recovery Debounce time definition	Sensor on/off	
		OK Cancel Default Info	Help

Cyclic sending

It determines the condition that makes the device start cyclic sending (no if ON, if OFF or always).

Reaction to contact closing (Rising edge)

It determines the device reaction (ON/OFF/Switching/No reaction) to input contact closing.

Reaction to contact opening (Falling edge)

It determines the device reaction (ON/OFF/Switching/No reaction) to input contact opening.

Message repetition: Base

Message repetition: Multiplier [0...255]

These two parameters allow you to determine the time period for message cyclic repetition over the bus. Time interval is calculated as follows: Period for message repetition = Base * Multiplier.

Send object value upon bus restoration.

It defines if the device should send (yes) or not send (no) its status upon bus restoration.

Debounce time definition

2.2.2 On/Off Sensor - Dimmer

2.2.2.1 Adjustment only

1.1.8 Binary input \module, 2 ch	annels	
General Char A		Chan. A
Chan. B	Func. associated with chan.	Sensor on/off - dimmer 🗸
	Type of connected contact	Normally open
	Dimmer function.	Adjustment only
	Reaction to pressure	Brighter
	Dimmer Mode	Start - Stop - Adjustment 🔹
	Debounce	50 ms 🔻
	[OK Cancel Default Info Help

Type of connected contact

With this parameter you can determine whether the input works as a "Normally open contact" or as a "Normally closed contact".

Dimmer functionality

This parameter allows you to define if lighting can be adjusted (Adjustment only) or if a switching is also allowed (Switching and adjustment).

Reaction to pressure

It determines device reaction after a short pressure on one of the inputs.

Dimmer mode

With "Start-Stop-dimming" the command is send via the 4 bit object, when the push-button is released and the device sends a STOP telegram. With "Step-by-step adjustment" the dimming telegram is sent cyclically during long operation. The stop telegram ends the adjustment process at the end of the command.

Debounce

Commissioning

2.2.2.2 Switching and adjustment

1.1.8 Binary input \module, 2 channels		
General Chan A		Chan. A
Chan. B	Func. associated with chan.	Sensor on/off - dimmer
	Type of connected contact	Normally open
	Dimmer function.	Switching and adjustment
	Reaction to short pressure	Switching
	Reaction to long pressure	Brighter 💌
	Long pressure base	100 ms 🔹
	Long pressure MULTIPLIER	2
	Dimmer Mode	Start - Stop - Adjustment
	Debounce	50 ms 👻
	ОК	Cancel Default Info Help

Dimmer functionality

This parameter allows you to define if lighting can be adjusted (Adjustment only) or if a switching is also allowed (Switching and adjustment). In this case a long operation activates dimming and a short operation activates switching.

Reaction to short pressure

It determines device reaction after a short pressure (On/Off/Switching/No reaction) on one of the inputs.

Reaction to long pressure

The long operation modifies the "Relative dimming" communication object value. It determines if after a long pressure on one of the inputs the device should send a telegram containing the "Brighter", "Darker" or "Brighter/Darker" value.

Long pressure: Base

Long pressure: Multiplier [0...255]

These two parameters allow you to determine the time that is sufficient to consider a pressure as a long pressure. Time interval is calculated as follows: Period for long pressure = Base * Multiplier.

Dimmer Mode

With "Start-Stop-dimming" the command is send via the 4 bit object, when the push-button is released and the device sends a STOP telegram. With "Step-by-step adjustment" the dimming telegram is sent cyclically during long operation. The stop telegram ends the adjustment process at the end of the command.

Debounce

Commissioning

2.2.2.3 Period and variation

1.1.8 Binary input \module, 2 channels		X
General Chan A		Chan. A - Period and variation
Chan. A - Period and variation Chan. B	Transmission period:	
	Base	1 sec 🔹
	Multiplier	2
	Brightness variation for each \sent telegram	6,25% 🔹
		OK Cancel Default Info Help

Dimmer functionality

This parameter allows you to define if lighting can be adjusted (Adjustment only) or if a switching is also allowed (Switching and adjustment). In this case a long operation activates dimming and a short operation activates switching.

Reaction to short pressure

It determines device reaction after a short pressure (On/Off/Switching/No reaction) on one of the inputs.

Reaction to long pressure

The long operation modifies the "Relative dimming" communication object value. It determines if after a long pressure on one of the inputs the device should send a telegram containing the "Brighter", "Darker" or "Brighter/Darker" value.

Long pressure: Base

Long pressure: Multiplier [0...255]

These two parameters allow you to determine the time that is sufficient to consider a pressure as a long pressure. Time interval is calculated as follows: Period for long pressure = Base * Multiplier.

Commissioning

Dimmer Mode

With "Start-Stop-dimming" the command is send via the 4 bit object, when the push-button is released and the device sends a STOP telegram. With "Step-by-step adjustment" the dimming telegram is sent cyclically during long operation. The stop telegram ends the adjustment process at the end of the command.

Debounce

2.2.3 Shutter Sensor

2.2.3.1 2 standard buttons

1.1.5 Binary input \module, 2 channels		
General Chan A		Chan. A
Chan. B	Func. associated with chan.	Shutter sensor
	Shutter functionality	2 buttons - Standard 💌
	Short oper.: Stop / Louvre up-down Long operation: Movement up - down	<note< td=""></note<>
	Type of connected contact	Normally open
	Reaction to short pressure	STOP/Louvre up
	Reaction to long pressure	Up
	Long pressure base	1s 🔹
	Long pressure MULTIPLIER	2
	Debounce	50 ms 👻
	ОК	Cancel Default Info Help

Shutter functionality

With this parameter it is possible to choose between the following shutter control modes:

- 2 standard buttons;
- 2 movement buttons;
- 1 button short = step by step, long = movement;
- 1 button, movement.

Type of connected contact

With this parameter you can determine whether the input works as a "Normally open contact" or as a "Normally closed contact".

Reaction to short pressure

It blocks shutter movement and if shutters are stopped it adjusts louvre position.

Reaction to long pressure

It determines shutter movement direction after a long pressure.

Long pressure: Base

Long pressure: Multiplier [0...255]

These two parameters allow you to determine the time that is sufficient to consider a pressure as a long pressure. Time interval is calculated as follows: Period for long pressure = Base * Multiplier.

Debounce

Commissioning

2.2.3.2 2 movement buttons

1.1.5 Binary input \module, 2 channels		X
General		Chan. A
Chan. A Chan. B	Func. associated with chan. Shutter functionality Movement until key is pressed, stop when key is released Type of connected contact Reaction to pressure Debounce	Shutter sensor 2 buttons - Movement KNOTE Normally open Up 50 ms
	ОК	Cancel Default Info Help

Shutter functionality

With this parameter it is possible to choose between the following shutter control modes:

- 2 standard buttons;
- 2 movement buttons;
- 1 button short = step by step, long = movement;
- 1 button, movement.

Type of connected contact

With this parameter you can determine whether the input works as a "Normally open contact" or as a "Normally closed contact".

Reaction to pressure

It determines shutter movement direction after a pressure.

Debounce

2.2.3.3 1 button – short = step by step, long = Movement;

1.1.5 Binary input \module, 2 channels		x
General		Chan. A
General Chan. A Chan. B	Func. associated with chan. Shutter functionality Long pressure: Movement up - down Short pressure: Louvre adjustment Type of connected contact Long pressure base Long pressure MULTIPLIER Debounce	Shutter sensor 1 button - short=step by step, long=movement Normally open 1s 2 50 ms
	OK	Cancel Default Info Help

Shutter functionality

With this parameter it is possible to choose between the following shutter control modes:

- 2 standard buttons;
- 2 movement buttons;
- 1 button short = step by step, long = movement;
- 1 button, movement.

Type of connected contact

With this parameter you can determine whether the input works as a "Normally open contact" or as a "Normally closed contact".

Long pressure: Base

Long pressure: Multiplier [0...255]

These two parameters allow you to determine the time that is sufficient to consider a pressure as a long pressure. Time interval is calculated as follows: Period for long pressure = Base * Multiplier.

Debounce

Commissioning

2.2.3.4 1 button, movement

1.1.5 Binary input \module, 2 channels		×
General		Chan. A
General Chan. A Chan. B	Func, associated with chan. Shutter functionality At each operation in sequence up - stop - down - stop Type of connected contact Debounce	Shutter sensor Shutter sensor

Shutter functionality

With this parameter it is possible to choose between the following shutter control modes:

- 2 standard buttons;
- 2 movement buttons;
- 1 button short = step by step, long = movement;
- 1 button, movement.

Type of connected contact

With this parameter you can determine whether the input works as a "Normally open contact" or as a "Normally closed contact".

Debounce

2.2.4 5 object scene control

1.1.5 Binary input \module, 2 channels		X
General		Chan. A
Chan, A A - Scene Chan, B	Func. associated with chan.	5_object_scene control
	Type of connected contact	Normally open
	Reaction in case of short pressure	Recall scene 💌
	Store scene	In case of long pressure
	Long operation after	
	Base	100 ms 🔹
	Multiplier	2
	Debounce	50 ms 🔹
	OK	Cancel Default Info Help

Type of connected contact

With this parameter you can determine whether the input works as a "Normally open contact" or as a "Normally closed contact".

Reaction to short pressure

After a short pressure the device will respond recalling a scene ("Recall scene") or not ("No reaction").

Store scene

This parameter determines the way in which the current scene storage begins and which function the "Store scene" communication object has.

If "In case of long pressure" the scene is stored as soon as a long pressure command is detected and storage ends as soon as the push-button is released.

If "With object value = 1" storage is activated as soon as the "Store scene" communication object receives value 1. If "In case of long pressure (if object value = 1)" storage is activated as soon as a long pressure is detected and the value of "Store scene" communication object is 1. Storage ends as soon as the push-button is released.

Long pressure: Base

Long pressure: Multiplier [0...255] (if "In case of long pressure" or if "in case of long pressure (if object value = 1)")

These two parameters allow you to determine the time that is sufficient to consider a pressure as a long pressure. Time interval is calculated as follows: Period for long pressure = Base * Multiplier.

Debounce

Commissioning

2.2.4.1 Scene

1.1.5 Binary input \module, 2 channels			3
General Chan A		A - Scene	
A - Scene Chan. B	Actuator unit A check via Value of actuator unit A Actuator unit B Value of actuator unit B Actuator unit C check via Value of actuator unit C Actuator unit D check via Value of actuator unit D Actuator unit E check via	1-bit object • Off • 1-bit object • Off •	
	(OK Cancel Default Info Help	

Actuator unit A/B/C/D/E check via

It is possible to choose between the 1 bit or 8 bit data type to be sent over the bus when a scene is recalled.

Actuator unit A/B/C/D/E value

Depending on the type of control selected it associates the corresponding actuator unit with a 1 bit value (ON/OFF) or a 8 bit value (from 0 to 255).

2.2.5 8 bit scene control

1.1.5 Binary input \module, 2	channels	×
General		Chan. A
Chan. A Chan. B	Func. associated with chan.	8_bit_scene control
	Type of connected contact	Normally open
	Reaction in case of long pressure	No reaction
	Scene	Scene 1
	Store scene	In case of long pressure (if object value = 1)
	Long operation after	
	Base	100 ms 💌
	Multiplier	2
	Debounce time	70 ms 💌
		OK Cancel Default Info Help

Type of connected contact

With this parameter you can determine whether the input works as a "Normally open contact" or as a "Normally closed contact".

Reaction to short pressure

After a short pressure the device will respond recalling a scene ("Recall scene") or not ("No reaction").

Scene

This parameter allows you to choose which scene should be recalled with the short pressure on one of the inputs or which scene the new value should be associated with after a storage request.

Store scene

This parameter determines the way in which the current scene storage begins and which function the "Store scene" communication object has. If "In case of long pressure" the scene is stored as soon as a long pressure command is detected and storage ends as soon as the push-button is released. If "With object value = 1" storage is activated as soon as the "Store scene" communication object receives value 1. If "In case of long pressure (if object value = 1)" storage is activated as soon as a long pressure is detected and the value of "Store scene" communication object is 1. Storage ends as soon as the push-button is released.

Long pressure: Base

Long pressure: Multiplier [0...255] (if "In case of long pressure" or if "in case of long pressure (if object value = 1)")

These two parameters allow you to determine the time that is sufficient to consider a pressure as a long pressure. Time interval is calculated as follows: Period for long pressure = Base * Multiplier.

Debounce

2.2.6 Forced operation value

2.2.6.1 Distinction

1.1.5 Binary input \module, 2 channels		x
General		Chan. A
Chan. A		
Chan. B	Func. associated with chan.	Value/Forced operation
	Type of connected contact	Normally open
	Distinction between short \and long pressure	yes 🔻
	Reaction to short pressure	1 bit value 🔹
	Transmitted val.	0
	Reaction to long pressure	2-bit-value (forced operation)
	Transmitted val.	ON, forced position activation
	BASE for long pressure	1s 🔹
	Long pressure MULTIPLIER	2
	Debounce time	70 ms 🔻
	ОК	Cancel Default Info Help

Type of connected contact

With this parameter you can determine whether the input works as a "Normally open contact" or as a "Normally closed contact".

Distinction between long and short pressure

This parameter allows the device to distinguish between a short and a long signal.

Reaction to short pressure

Options:

- no transmission/
- 1-Bit value [0/1]/
- 2-Bit value (forced operation)/
- 1-Byte value [0...255]/
- 2-Byte value [-32,768...32,767]/
- 2-Byte value [0...65,565]/
- 2-Byte value [floating point EIB]/

This parameter allows you to define the data type that is sent when the contact activates.

Depending on the selection made for reaction to short pressure, different parameters will appear.

All parameters are described below.

Transmitted value

Options:

- 0/1
- 0...255
- -32.768...0...32.767
- 0...65,535
- -10000...20.00...10000

This parameter defines the value that is sent with the command. The value interval depends on the data type set for reaction to short pressure.

Reaction to long pressure

Options:

- no transmission/
- 1-Bit value [0/1]/
- 2-Bit value (forced operation)/
- 1-Byte value [0...255]/
- 2-Byte value [-32,768...32,767]/
- 2-Byte value [0...65,565]/
- 2-Byte value [floating point EIB]/

This parameter allows you to define the data type that is sent when the contact activates.

This parameter defines the value that is sent with the command. The value interval depends on the data type set for reaction to long pressure.

Transmitted value

Options:

- 0/1
- 0...255
- -32.768...0...32.767
- 0...65,535
- -10000...20.00...10000

This parameter defines the value that is sent with the command. The value interval depends on the data type set for reaction to long pressure.

Long pressure: Base

Long pressure: Multiplier [0...255]

These two parameters allow you to determine the time that is sufficient to consider a pressure as a long pressure. Time interval is calculated as follows: Period for long pressure = Base * Multiplier.

Debounce

Commissioning

2.2.6.2 No distinction

1.1.5 Binary input \module, 2 channels		×
General Share A		Chan. A
Chan. A Chan. B	Func. associated with chan. Type of connected contact Distinction between short Vand long pressure Reaction to operation Transmitted val. [055535] Send object value pon bus recovery Debounce time	Value/Forced operation Normally open no 2-byte-value [065535] 0 $\sqrt{2}$ 0 $\sqrt{2}$ 70 ms
]		OK Cancel Default Info Help

Type of connected contact

With this parameter you can determine whether the input works as a "Normally open contact" or as a "Normally closed contact".

Distinction between long and short pressure

This parameter allows the device to distinguish between a short and a long signal.

Reaction to the operation

Options:

- no transmission/
- 2-Bit value (forced operation)/
- 1-Byte value [0...255]/
- 2-Byte value [-32,768...32,767]/
- 2-Byte value [0...65,565]/
- 2-Byte value [floating point EIB]/

This parameter allows you to define the data type that is sent when the contact activates.

Depending on the selection made for reaction to pressure, different parameters will appear.

All parameters are described below.

Transmitted value

Options:

- 0...255
- -32.768...0...32.767
- 0...65,535
- -10000...20.00...10000

This parameter defines the value that is sent with the command. The value interval depends on the data type set for reaction to pressure.

Send object value upon bus restoration.

It defines if the device should send (yes) or not send (no) its status upon bus restoration

Debounce

3 Operation of communication objects

3.1 Sensor On/off

⊒ ‡0	Input A	Switching	1 bit	с -	w	т	-	1 bit DPT_Enable	Low
	Input A	Disabling	1 bit	с-	W	-	-	1 bit DPT_Enable	Low
⊒ ‡8	Input B	Switching	1 bit	с -	W	Т	-	1 bit DPT_Switch	Low
⊒ ‡]9	Input B	Disabling	1 bit	с-	W	-	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
1	Disabling	Input A	1 bit DPT_UpDown	C,W
9	Disabling	Input B	1 bit DPT_UpDown	C,W

The channel circuitry can be blocked or enabled using the communication object.

A blocked channel behaves as if there was no input signal. The communication objects of the channel are still available.

0	Switching	Input A	1 bit DPT_Enable	C,W,T
8	Switching	Input B	1 bit DPT_Switch	C,W,T
Telegra	am value:	"0" OFF "1" ON		

According to parameter setting, this communication object can be switched by the ON, OFF or Switching input drive. With Switching the previous value, for example "1", is directly switched to value "0". It is important to ensure that the communication object can be written from the outside. Therefore cyclic sending is interrupted or is not possible.

⊒ ‡0	Input A - short	Switching	11	bit C - W T -	1 bit DPT_Switch Low			
⊒ ‡1	Input A	Disabling	11	bit C - W	1 bit DPT_Enable Low			
⊒ ‡2	Input A	Relative dimm.	4 8	bit C-WT-	3 bit controlled DP Low			
⊒ ‡8	Input B - short	Switching	11	bit C-WT-	1 bit DPT_Switch Low			
	Input B	Disabling	11	bit C - W	1 bit DPT_Enable Low			
■【10	Input B	Relative dimm.	4 8	bit C - W T -	3 bit controlled DP Low			
No.	Function		Object name	Type of datum	Flags			
0	Switching		Input A - short	1 bit DPT_Switch	C,W,T			
8	Switching		Input B - short	1 bit DPT_Switch	C,W,T			
Telegram value: "0" OFF "1" ON								
<i>functic</i> With a With S	<i>onality</i> param short operation witching the	eter. tion the object previous value	value can be switched , for example "1", is dir	to ON, OFF or Switching, accorectly switched to value "0".	ding to the parameter.			
1	Disabling		Input A	1 bit DPT_UpDown	C,W			
9	Disabling		Input B	1 bit DPT_UpDown	C,W			
The ch A bloc object	The channel circuitry can be blocked or enabled using the communication object. A blocked channel behaves as if there was no input signal. The communication objects of the channel are still available.							
2	Relative di	mming	Input A	4 bit DPT_Control_Dimming	0.W/T			
10					C, VV, I			
10	Relative di	mming	Input B	4 bit DPT_Control_Dimming	C,W,T			

3.2 Sensor On/Off - Dimmer

At the end of the command a Stop command is sent to the input.

Operation of communication objects

3.3	Shutter S	Sensor								
	Input A	STOP/Louvre adi.	1	bit	с-	w	т	-		Low
	Input A	Disabling	1	bit	с -	W	-	-	1 bit DPT_Enable	Low
	Input A	Shutter up/down	1	bit	с-	w	т	-	1 bit DPT_UpDown	Low
⊒ ‡ 8	Input B	Stop/Louvre adj.	1	bit	С-	W	т	-		Low
⊒ ‡]9	Input B	Disabling	1	bit	с -	W	-	-	1 bit DPT_Enable	Low
■210	Input B	Shutter up/down	1	bit	С-	W	Т	-	1 bit DPT_UpDown	Low
No.	Functio	n	Object name	Type of datum					Flags	
0	Stop/Ad Louvre	djustment	Input A	A 1 bit DPT 1.007			C,W,T			
8	Stop/Ad Louvre	djustment	Input B	1 bit DPT 1.007					C,W,T	
Telegr	am value:		"0" Stop / louvres UP "1" Stop / louvres DOWN							
This c	ommunica	ation object sends	s a stop command or a	louvre adjustmer	nt.					
1	Disablir	ng	Input A	1 bit DPT_UpD	Down				C,W	
9	Disablir	ng	Input B	1 bit DPT_UpD	Down				C,W	
The cl A bloc object	hannel circ cked chan ts of the cl	cuitry can be bloc nel behaves as if hannel are still ava	ked or enabled using there was no input sigrailable.	he communication	n objec cation	:t.				
2	Shutter	up/down	Input A	1 bit DPT_UpD	Down				C,W,T	
10	Shutter	up/down	Input B	4 bit DPT_UpD	Down				C,W,T	
This c	ommunica	ation object sends	a shutter movement c	control (UP or DO	WN) ov	er t	he	bus	6.	

3.4 5 object scene control

⊒ ‡ 0	Input A	Store scene	1 bit	с -		w	т	-	1 bit DPT_Enable	Low
■21	Input A	Disabling	1 bit	С -		w	-	-	1 bit DPT_Enable	Low
⊒ ‡ 2	Input A	Actuator unit switch telegr A	1 Byte	С -		w	т	U		Low
	Input A	Actuator unit switch telegr B	1 Byte	C -		w	т	U		Low
■2 4	Input A	Actuator unit switch telegr C	1 Byte	C -		w	т	U		Low
■2 5	Input A	Actuator unit switch telegr D	1 Byte	C -		w	т	U		Low
■2 6	Input A	Actuator unit switch telegr E	1 Byte	C -		w	т	U		Low
■28	Input B	Store scene	1 bit	C -		w	т	-	1 bit DPT_Enable	Low
⊒2¦9	Input B	Disabling	1 bit	С -		w	-	-	1 bit DPT_Enable	Low
⊒ ‡ <mark>10</mark>	Input B	Actuator unit switch telegr A	1 Byte	C -		w	т	U		Low
■ ‡11	Input B	Actuator unit switch telegr B	1 Byte	C -		w	т	U		Low
⊒ ‡12	Input B	Actuator unit switch telegr C	1 Byte	C -		w	т	U		Low
■213	Input B	Actuator unit switch telegr D	1 Byte	C -		w	т	U		Low
■214	Input B	Actuator unit switch telegr E	1 Byte	C -		w	т	U		Low
	Input A	Store scene	1 bit	C ·	-	W	т	-	1 bit DPT_Enable	Low
	Input A	Disabling	1 bit	C	-	W	-	-	1 bit DPT_Enable	Low
	Input A	Actuator unit switch telegr A	1 bit	C	-	W	т	U	1 bit DPT_Switch	Low
	Input A	Actuator unit switch telegr B	1 bit	C	-	W	т	U	1 bit DPT_Switch	Low
⊒≩4	Input A	Actuator unit switch telegr C	1 bit	C	-	W	т	U	1 bit DPT_Switch	Low
	Input A	Actuator unit switch telegr D	1 bit	C ·	-	W	т	U	1 bit DPT_Switch	Low
	Input A	Actuator unit switch telegr E	1 bit	C ·	-	W	т	U	1 bit DPT_Switch	Low
	Input B	Store scene	1 bit	C	-	W	т	-	1 bit DPT_Enable	Low
	Input B	Disabling	1 bit	C	-	W	-	-	1 bit DPT_Enable	Low
■ 10	Input B	Actuator unit switch telegr A	1 bit	C	-	W	т	U	1 bit DPT_Switch	Low
■211	Input B	Actuator unit switch telegr B	1 bit	C	-	W	т	U	1 bit DPT_Switch	Low
12	Input B	Actuator unit switch telegr C	1 bit	C	-	W	т	U	1 bit DPT_Switch	Low
■213	Input B	Actuator unit switch telegr D	1 bit	C	-	w	Т	U	1 bit DPT_Switch	Low
■214	Input B	Actuator unit switch telegr E	1 bit	C	-	w	т	U	1 bit DPT_Switch	Low

No.	Function	Object name	Type of datum Flags								
1	1 Disabling Input A 1 bit DPT_UpDown C,W										
9	Disabling	Input B 1 bit DPT_UpDown C,W									
The channel circuitry can be blocked or enabled using the communication object.											
A blocked channel behaves as if there was no input signal. The communication objects of the channel are still available.											
2,3,4,5,6	Telegr. Switching Actuator unit A/B/C/D/E	Input A	1 bit DPT_Switch	C,W,T,U							
10,11,12, 13, 14	10,11,12, 13, 14Telegram Switching Actuator unit A/B/C/D/EInput B1 bit DPT_SwitchC,W,T,U										
This communication object sends the following values over the bus to fulfil the scene setting.											
	1-Bit value [ON/OFF]	EIS 1	DPT 1.001 switching comma	Ind							
A blocked ch objects of the 2,3,4,5,6 10,11,12, 13, 14 This commun	annel behaves as if there was no inperiod channel are still available. Telegr. Switching Actuator unit A/B/C/D/E Telegram Switching Actuator unit A/B/C/D/E nication object sends the following v 1-Bit value [ON/OFF]	out signal. The co Input A Input B alues over the bu EIS 1	mmunication 1 bit DPT_Switch 1 bit DPT_Switch s to fulfil the scene setting. DPT 1.001 switching comma	C,W,T,U C,W,T,U							

Operation of communication objects

2,3,4,5,6	Telegram Switching Actuator unit A/B/C/D/E	Input A	1 byte DPT_Unsigned_ Counter_value	C,W,T,U					
10,11,12, 13, 14	Telegram Switching Actuator unit A/B/C/D/E	Input B	1 byte DPT_Unsigned_ Counter_value	C,W,T,U					
This commu	nication object sends the following v	alues over the bu	s to fulfil the scene setting.						
	1-Byte value [0255]	EIS 6	DPT 5.010 counter value						
0	0 Store Scene Input A 1 bit DPT_Enable C,W,T								
8	Store Scene	Input B	1 bit DPT_Enable	C,W,T					
This communication object appears only with the option "object value = 1".									

This option can be set in the parameter "Store scene". This communication object is used to start scene storage over the bus.

The function depends on the type of scene storage

3.5	8 bit sce	ne control									
⊒‡0	Input A	Store scene	1 bi	t	с-	w	т	-	1 bit DPT_E	nable	Low
⊒ ‡1	Input A	Disabling	1 bi	t	с-	W	-	-	1 bit DPT_E	nable	Low
■ ‡7	Input A	8 bit scene	1 B	/te	С-	W	т	-			Low
⊒‡8	Input B	Store scene	1 bi	t	С-	W	т	-	1 bit DPT_E	nable	Low
⊒ ‡9	Input B	Disabling	1 bi	t	С-	W	-	-	1 bit DPT_E	nable	Low
■215	Input B	8 bit scene	1 B ₂	/te	С-	W	т	-			Low
No.	Function	า	Object name	Type of datum						Flag	S
1	Disablir	ıg	Input A	1 bit DPT_UpD	own					C,W	,
9	Disablir	ng	Input B	1 bit DPT_UpD	own					C,W	,
A bloc object 7	ked chan s of the c 8 bit sc	nel behaves as if there hannel are still available ene	was no input sign e. Input A	al. The communi	catior nsigne) ed_	Со	unt	er_value	C,W	, T
15	8 bit sc	ene	Input B	1 byte DPT_Ur	nsigne	ed_	Co	unt	er_value	C,W	, T
This c	ommunica	ation object sends the f	following values o	ver the bus to ful	fil the	sce	ene	set	ting.		
	1-Bit va	lue [ON/OFF]	EIS 1	DPT 1.001 swit	ching	coi	mm	nano	b		
0	Store S	cene	Input A	1 bit DPT_Ena	able					C,W	,Т
8	Store S	cene	Input B	1 bit DPT_Ena	able					C,W	,T
This communication object appears only with the option "object value = 1". This option can be set in the parameter "Store scene". This communication object is used to start scene storage over the bus. The function depends on the type of scene storage											

Operation of communication objects

3.6 Forced operation value

3.6.1 Distinction

	Input A	Disabling	1 bit	С-	W	-	-	1 bit DPT_Enable	Low
	Input A - Long	Forced oper. value telegram	1 bit	С-	W	т	U	1 bit DPT_Switch	Low
	Input A - short	Forced oper. value telegram	1 bit	С-	W	Т	-	1 bit DPT_Switch	Low
	Input B	Disabling	1 bit	С-	W	-	-	1 bit DPT_Enable	Low
■210	Input B - Long	Forced oper. value telegram	1 bit	С-	W	Т	U	1 bit DPT_Switch	Low
■2 11	Input B - short	Forced oper. value telegram	1 bit	С-	W	Т	-	1 bit DPT_Switch	Low
⊒21	Input A	Disabling	1 bit	С-	W	-	-	1 bit DPT_Enable	Low
⊒‡2	Input A - Long	Forced oper. value telegram	2 bit	С-	W	Т	U	1 bit controlled DP	Low
⊒ ‡]3	Input A - short	Forced oper. value telegram	2 bit	С-	W	Т	-	1 bit controlled DP	Low
	Input B	Disabling	1 bit	С-	W	-	-	1 bit DPT_Enable	Low
■210	Input B - Long	Forced oper. value telegram	2 bit	С-	W	Т	U	1 bit controlled DP	Low
■2 11	Input B - short	Forced oper. value telegram	2 bit	С-	W	Т	-	1 bit controlled DP	Low
	Input A	Disabling	1 bit	С-	W	-	-	1 bit DPT_Enable	Low
	Input A - Long	Forced oper. value telegram	1 Byte	С-	W	Т	U	8 bit unsigned valu	Low
⊒‡3	Input A - short	Forced oper. value telegram	1 Byte	С-	W	Т	-	8 bit unsigned valu	Low
⊒‡9	Input B	Disabling	1 bit	С-	W	-	-	1 bit DPT_Enable	Low
	Input B - Long	Forced oper. value telegram	1 Byte	С-	W	Т	U	8 bit unsigned valu	Low
	Input B - short	Forced oper. value telegram	1 Byte	С-	W	Т	-	8 bit unsigned valu	Low
■21	Input A	Disabling	1 bit	С-	W	-	-	1 bit DPT_Enable	Low
⊒ ‡2	Input A - Long	Forced oper. value telegram	2 Byte	С-	W	т	U	2 byte signed value	Low
⊒ ‡3	Input A - short	Forced oper. value telegram	2 Byte	С-	W	Т	-	2 byte signed value	Low
⊒2]9	Input B	Disabling	1 bit	С-	W	-	-	1 bit DPT_Enable	Low
■210	Input B - Long	Forced oper. value telegram	2 Byte	С-	W	Т	U	2 byte signed value	Low
■2 11	Input B - short	Forced oper. value telegram	2 Byte	С-	W	Т	-	2 byte signed value	Low
⊒‡1	Input A	Disabling	1 bit	С-	W	-	-	1 bit DPT_Enable	Low
⊒‡2	Input A - Long	Forced oper. value telegram	2 Byte	С-	W	Т	U	2 byte unsigned val	Low
	Input A - short	Forced oper. value telegram	2 Byte	С-	W	Т	-	2 byte unsigned val	Low
⊒‡9	Input B	Disabling	1 bit	С-	W	-	-	1 bit DPT_Enable	Low
1 0	Input B - Long	Forced oper. value telegram	2 Byte	С-	W	Т	U	2 byte unsigned val	Low
11	Input B - short	Forced oper. value telegram	2 Byte	С-	W	Т	-	2 byte unsigned val	Low
■21	Input A	Disabling	1 bit	С-	W	-	-	1 bit DPT_Enable	Low
⊒2	Input A - Long	Forced oper. value telegram	2 Byte	С-	W	Т	U	2 byte float value D	Low
	Input A - short	Forced oper. value telegram	2 Byte	С-	W	Т	-	2 byte float value D	Low
⊒‡ 9	Input B	Disabling	1 bit	С-	W	-	-	1 bit DPT_Enable	Low
■210	Input B - Long	Forced oper. value telegram	2 Byte	С-	W	Т	U	2 byte float value D	Low
■211	Input B - short	Forced oper. value telegram	2 Byte	С-	W	Т	-	2 byte unsigned val	Low

Operation of communication objects

No.	Function	Object name	Type of datum	Flags				
1	Disabling	Input A	1 bit DPT_UpDown	C,W				
9	Disabling	Input B	1 bit DPT_UpDown	C,W				
The ch	The channel circuitry can be blocked or enabled using the communication object.							
A blocked channel behaves as if there was no input signal. The communication								
2	Telegram Forced operation value	Input A-long	1 bit DPT Switch	C.W. T. U				
2	Telegram Forced operation value	Input A-long	2 bit DPT_Switch_Control	C.W. T. U				
2	Telegram Forced operation value	Input A-long	1 byte DPT Value 1 Ucount	C.W. T. U				
2	Telegram Forced operation value	Input A-long	2 byte DPT Value 2 Ucount					
2	Telegram Forced operation value	Input A-long	2 byte DPT Value 2 Count					
2	Telegram Forced operation value	Input A-long	2 byte DPT_Value_Temp	C.W. T. U				
10	Telegram Forced operation value	Input B-long	1 bit DPT Switch	C.W. T. U				
10	Telegram Forced operation value	Input B-long	2 bit DPT Switch Control	C.W. T. U				
10	Telegram Forced operation value	Input B-long	1 byte DPT Value 1 Ucount	C.W. T. U				
10	Telegram Forced operation value	Input B-long	2 byte DPT Value 2 Ucount	C.W. T. U				
10	Telegram Forced operation value	Input B-long	2 byte DPT Value 2 Count	C,W, T, U				
10	Telegram Forced operation value	Input B-long	2 byte DPT Value Temp	C,W, T, U				
Comm	unication objects that are sent over t	the bus after a lo	ng pressure.					
3	Telegram Forced operation value	Input A-short	1 hit DPT Switch	СМТ				
3	Telegram Forced operation value	Input A-short	2 bit DPT_Switch Control					
3	Telegram Forced operation value	Input A-short	1 byte DPT Value 1 Licount					
3	Telegram Forced operation value	Input A-short	2 byte DPT Value 2 Ucount	C.W. T				
3	Telegram Forced operation value	Input A-short	2 byte DPT Value 2 Count	C.W. T				
3	Telegram Forced operation value	Input A-short	2 byte DPT_Value_Temp	C.W. T				
11	Telegram Forced operation value	Input B-short	1 bit DPT Switch	C.W. T				
11	Telegram Forced operation value	Input B-short	2 bit DPT Switch Control	C.W. T				
11	Telegram Forced operation value	Input B-short	1 byte DPT Value 1 Ucount	C.W. T				
11	Telegram Forced operation value	Input B-short	2 byte DPT Value 2 Ucount	C,W. T				
11	Telegram Forced operation value	Input B-short	2 byte DPT Value 2 Count	C.W. T				
11	Telegram Forced operation value	Input B-short	2 byte DPT Value Temp	C.W. T				
Comm	unication objects that are sent over t	the bus after a sh	nort pressure.	-,, •				

3.6.2 No distinction

⊒21	Input A	Disabling	1 bit	С	-	W	-	-	1 bit DPT_Enable	Low
⊒‡3	Input A	Forced oper. value telegram	2 bit	С	-	W	Т	-	1 bit controlled DP	Low
⊒‡9	Input B	Disabling	1 bit	С	-	W	-	-	1 bit DPT_Enable	Low
⊒‡11	Input B	Forced oper. value telegram	2 bit	С	-	W	Т	-	1 bit controlled DP	Low
⊒21	Input A	Disabling	1 bit	С	-	W	-	-	1 bit DPT_Enable	Low
⊒ ‡]3	Input A	Forced oper. value telegram	1 Byte	С	-	W	Т	-	8 bit unsigned valu	Low
⊒⊉9	Input B	Disabling	1 bit	С	-	W	-	-	1 bit DPT_Enable	Low
■2 11	Input B	Forced oper. value telegram	1 Byte	С	-	W	т	-	8 bit unsigned valu	Low
	Input A	Disabling	1 bit	С	-	W	-	-	1 bit DPT_Enable	Low
⊒‡3	Input A	Forced oper. value telegram	2 Byte	С	-	W	Т	-	2 byte unsigned val	Low
⊒⊉9	Input B	Disabling	1 bit	С	-	W	-	-	1 bit DPT_Enable	Low
■211	Input B	Forced oper. value telegram	2 Byte	С	-	W	Т	-	2 byte signed value	Low
	Input A	Disabling	1 bit	С	-	W	-	-	1 bit DPT_Enable	Low
	Input A	Forced oper. value telegram	2 Byte	С	-	W	Т	-	2 byte signed value	Low
⊒⊉9	Input B	Disabling	1 bit	С	-	W	-	-	1 bit DPT_Enable	Low
■211	Input B	Forced oper. value telegram	2 Byte	С	-	W	Т	-	2 byte unsigned val	Low
	Input A	Disabling	1 bit	С	-	W	-	-	1 bit DPT_Enable	Low
	Input A	Forced oper. value telegram	2 Byte	С	-	W	Т	-	2 byte float value D	Low
⊒⊉9	Input B	Disabling	1 bit	С	-	W	-	-	1 bit DPT_Enable	Low
■211	Input B	Forced oper. value telegram	2 Byte	С	-	W	т	-	2 byte float value D	Low

No.	Function	Object name	Type of datum	Flags
1	Disabling	Input A	1 bit DPT_Up_Down	C,W
9	Disabling	Input B	1 bit DPT_Up_Down	C,W

The channel circuitry can be blocked or enabled using the communication object.

A blocked channel behaves as if there was no input signal. The communication objects of the channel are still available.

•									
3	Telegram Forced operation value	Input A	1 bit DPT_Switch	C,W, T					
3	Telegram Forced operation value	Input A	2 bit DPT_Switch_Control	C,W, T					
3	Telegram Forced operation value	Input A	1 byte DPT_Value_1_Ucount	C,W, T					
3	Telegram Forced operation value	Input A	2 byte DPT_Value_2_Ucount	C,W, T					
3	Telegram Forced operation value	Input A	2 byte DPT_Value_2_Count	C,W, T					
3	Telegram Forced operation value	Input A	2 byte DPT_Value_Temp	C,W, T					
11	Telegram Forced operation value	Input B	1 bit DPT_Switch	C,W, T					
11	Telegram Forced operation value	Input B	2 bit DPT_Switch_Control	C,W, T					
11	Telegram Forced operation value	Input B	1 byte DPT_Value_1_Ucount	C,W, T					
11	Telegram Forced operation value	Input B	2 byte DPT_Value_2_Ucount	C,W, T					
11	Telegram Forced operation value	Input B	2 byte DPT_Value_2_Count	C,W, T					
11	Telegram Forced operation value	Input B	2 byte DPT_Value_Temp	C,W, T					
Comm	Communication objects that are sent over the bus after a pressure.								

Table of 8 bit scene telegram codes

4 Table of 8 bit scene telegram codes

Notes			

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from Monday to Saturday from 9.00 to 19.00

