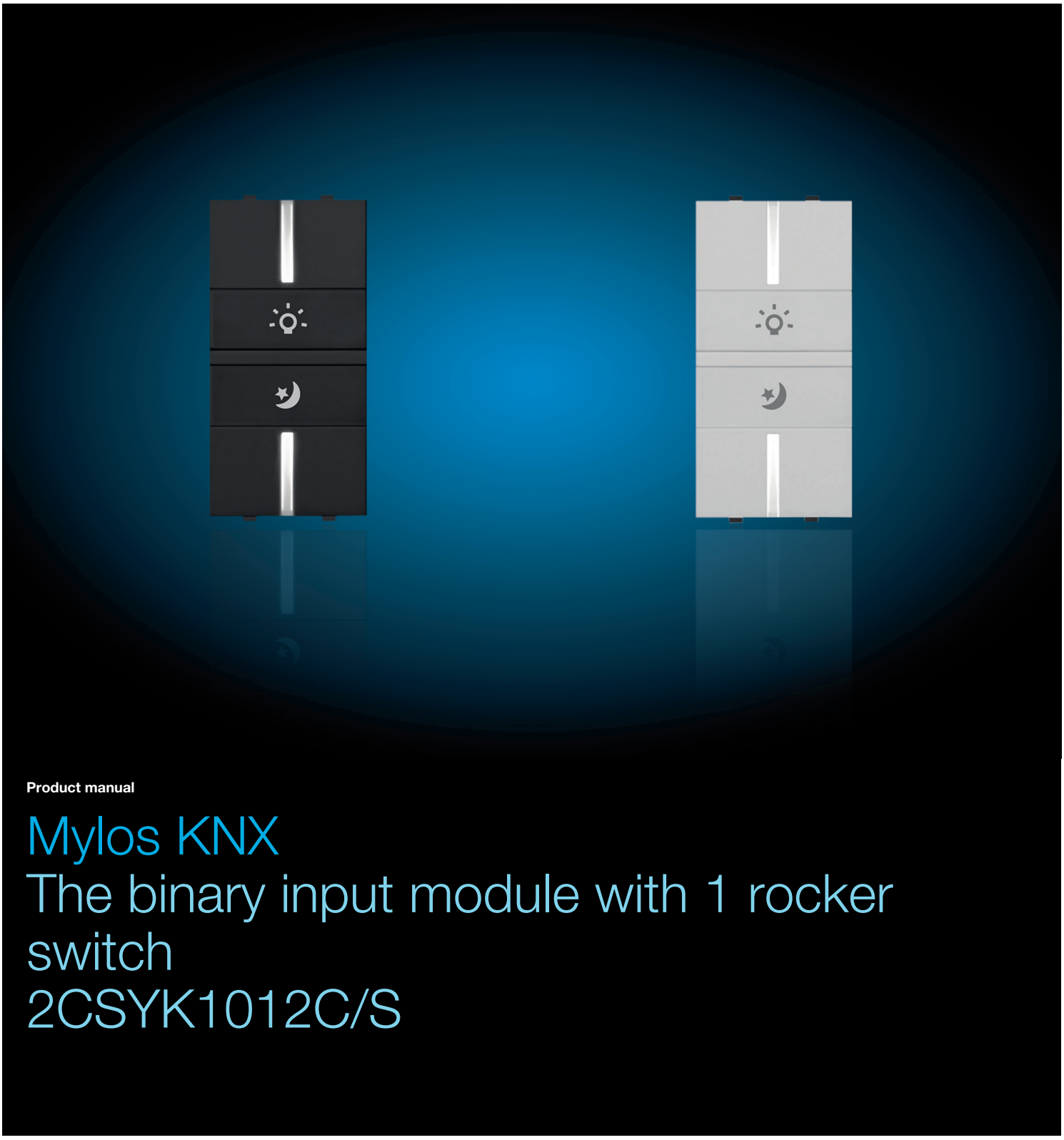


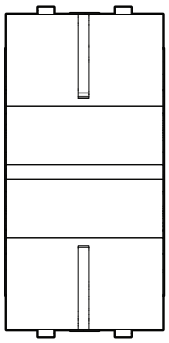
Product manual

Mylos KNX
The binary input module with 1 rocker switch
2CSYK1012C/S

Power and productivity
for a better world™

1 Technical features

1.1 Binary input module 1 switch



2CSYK1012x

The binary input module 1 switch is a flash-mounted device for the ABB's Mylos Building Automation system.
The rocker switch can be configured according to the following functions:

- on/off sensor;
- on/off sensor – dimmer;
- shutter sensor;
- 1 bit and 8 bit scene control;
- forced operation/ value.

1.1.1 Technical data

Power supply	- EIB	over the bus consumption approx. 4 mA
Control and display elements EIB / KNX	- red LED and EIB / KNX button	To set the physical address
Protection degree	- IP 20, EN 60 529	
Protection class	- II	
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
2CSYK1012x	Binary input 1 switch 1 m. / 1.0	9	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.

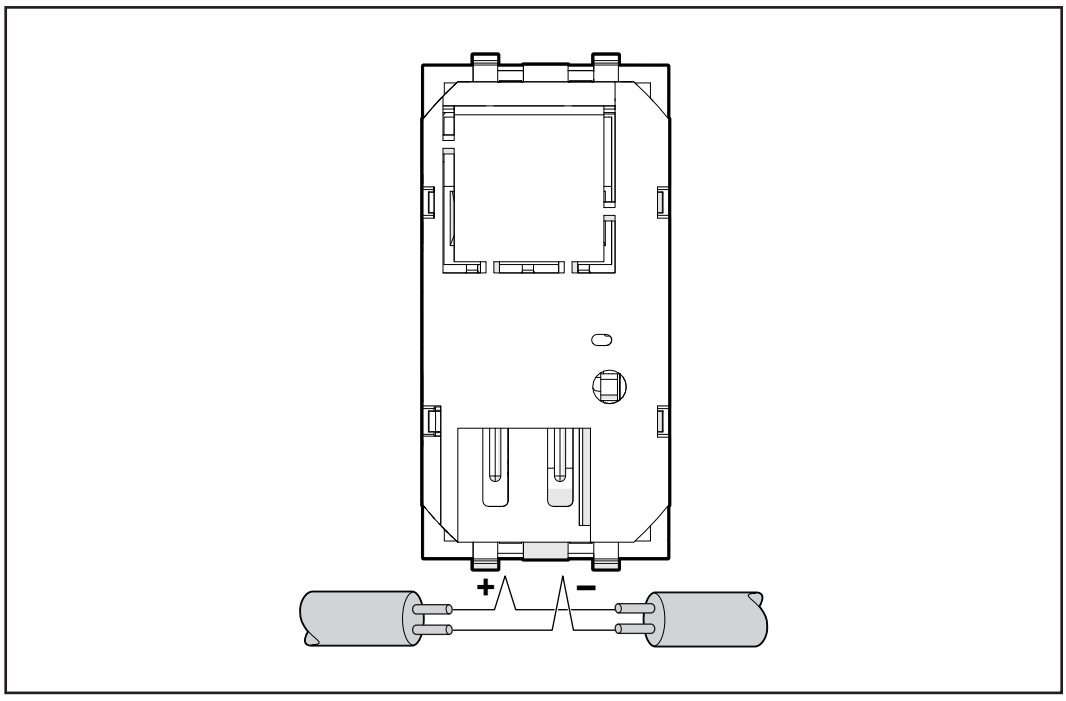
Assignment of the physical address
The assignment and programming of the physical address is carried out in the ETS. The device features a Programming button for assignment of the physical device address. The red Programming LED lights up, after the button has been pushed. It switches off, as soon as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

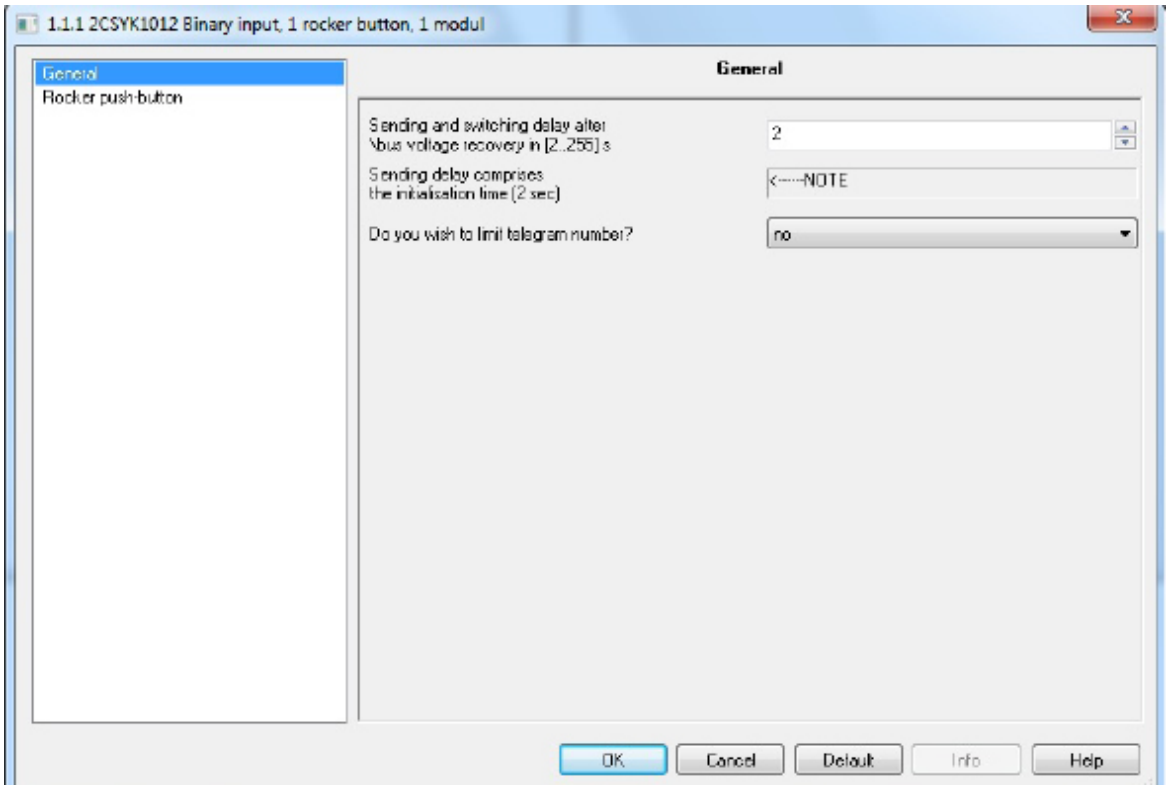


2 Commissioning

The main functions of the binary input module 1 switch are described in this section.
The binary input module 1 switch 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).

2.1 Parameters

2.1.1 General



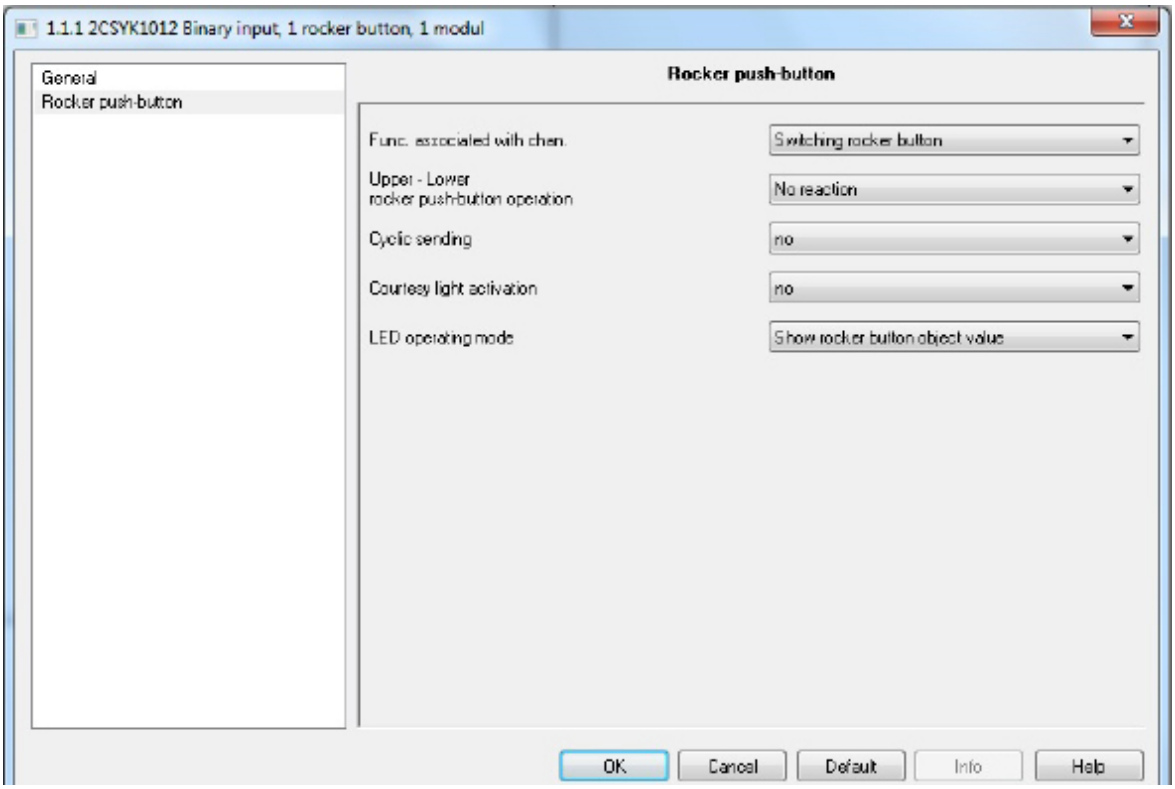
Sending and switching delay after bus voltage restoration in [2..255] s
The delay determines the time that elapses between bus voltage restoration and the first moment in which telegrams can be sent and the relay can be switched. Initialisation time – reaction time of about 2 seconds until the processor 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.

2.1.2 Rocker push-button

2.1.2.1 Switching rocker push-button



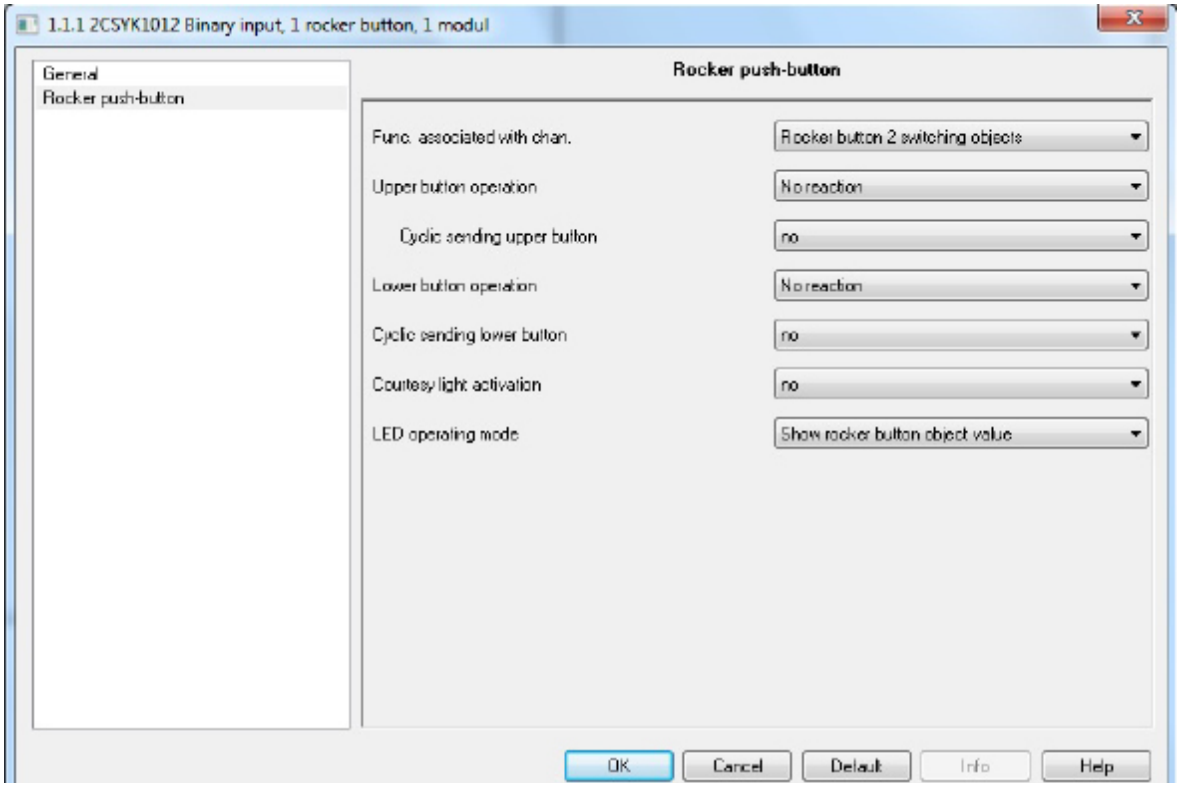
Upper Rocker switch push-button operation
It defines the operating mode if an upper or lower rocker switch is pressed.

Cyclic sending
This parameter allows you to determine in which cases the cyclic sending should begin (if different from "no").

Courtesy light activation
This parameter allows you to switch on the courtesy lights.

LED operating mode
The LEDs can remain always on or always off, they can be controlled by communication objects ("Show communication object value"), follow the rocker switch direct value ("Show rocker switch object value) or inverted value ("Show rocker switch object inverted value").

2.1.3 Rocker switch 2 switching objects



Upper rocker push-button operation
It defines the operating mode if the upper rocker switch is pressed.

Lower push-button cyclic sending
This parameter allows you to determine in which cases the cyclic sending should begin (if different from "no").

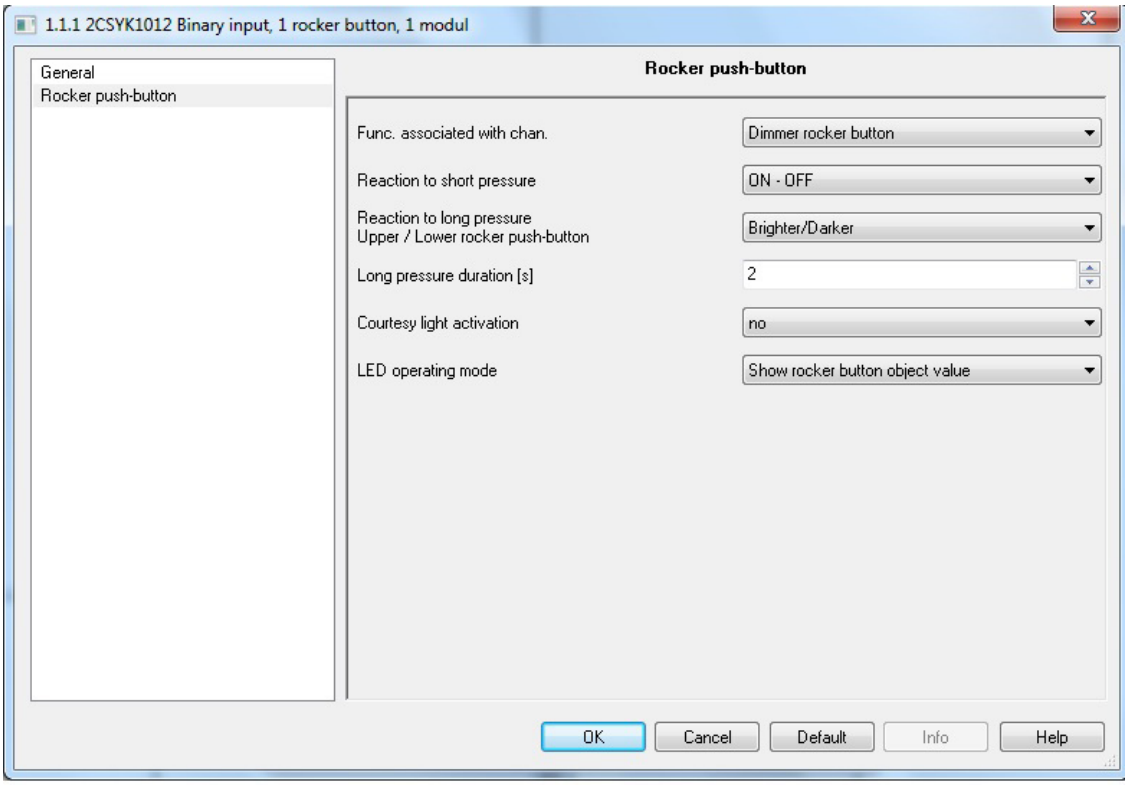
Lower rocker switch operation
It defines the operating mode if the lower rocker switch is pressed.

Lower push-button cyclic sending
This parameter allows you to determine in which cases the cyclic sending should begin (if different from "no").

Courtesy light activation
This parameter allows you to switch on the courtesy lights

LED operating mode
The LEDs can remain always on or always off, they can be controlled by communication objects ("Show communication object value"), follow the rocker switch direct value ("Show rocker switch object value) or inverted value ("Show rocker switch object inverted value").

2.1.4 Dimmer rocker push-button



Reaction to short pressure
It determines device reaction after a short pressure on the rocker switch.

Rocker switch reaction to long pressure Upper/Lower Rocker push-button
It determines device reaction after a long pressure on the upper and lower rocker switch.

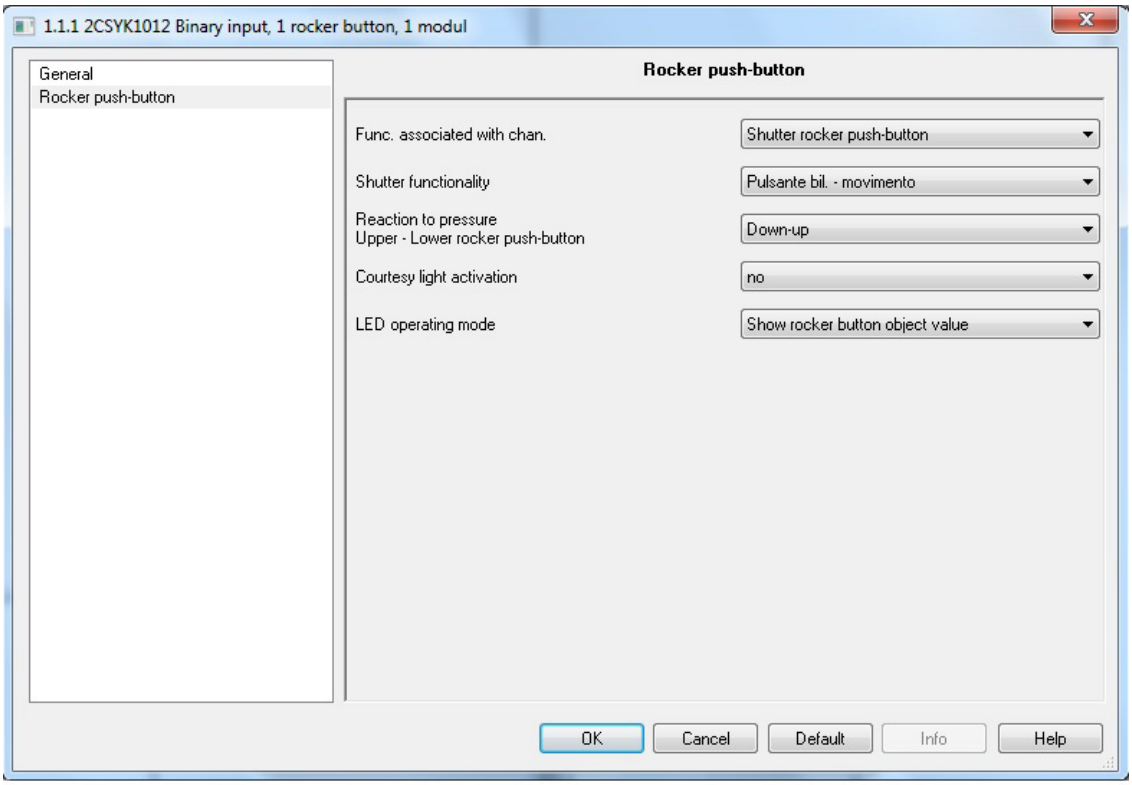
Long pressure duration
It allows you to determine the time that is sufficient to consider a pressure as a long pressure.

Courtesy light activation
This parameter allows you to switch on the courtesy lights.

LED operating mode
The LEDs can remain always on or always off, they can be controlled by communication objects ("Show communication object value"), follow the rocker switch direct value ("Show rocker switch object value) or inverted value ("Show rocker switch object inverted value").

2.1.5 Shutter rocker switch

2.1.5.1 Rocker switch - Standard/Movement

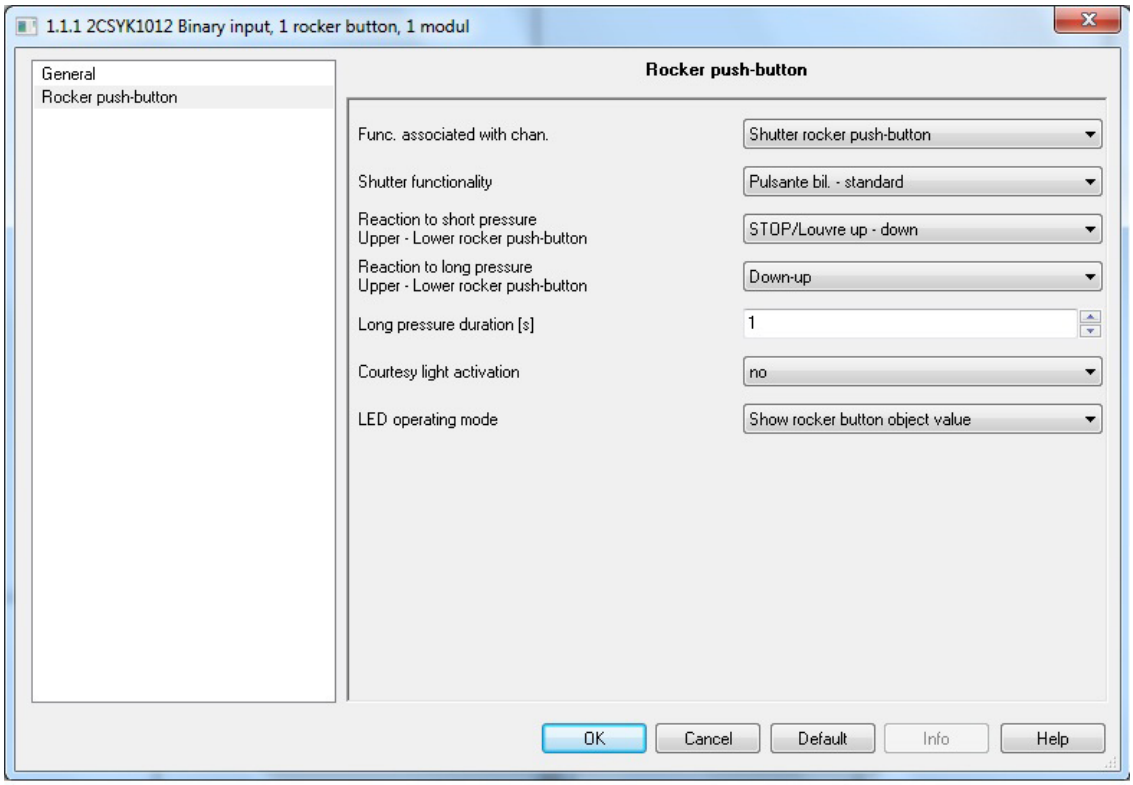


Shutter functionality
With this parameter it is possible to choose between the following shutter control modes:
- Rocker switch - Standard;
- Rocker switch – Movement.

Courtesy light activation
This parameter allows you to switch on the courtesy lights.

LED operating mode
The LEDs can remain always on or always off, they can be controlled by communication objects ("Show communication object value"), follow the rocker switch direct value ("Show rocker switch object value) or inverted value ("Show rocker switch object inverted value").

2.1.5.2 Rocker switch - Standard



Shutter functionality
With this parameter it is possible to choose between the following shutter control modes:
- Rocker switch - Standard;
- Rocker switch – Movement.

Rocker switch reaction to short pressure Upper/Lower Rocker push-button
It determines device reaction after a short pressure on the upper and lower rocker switch.

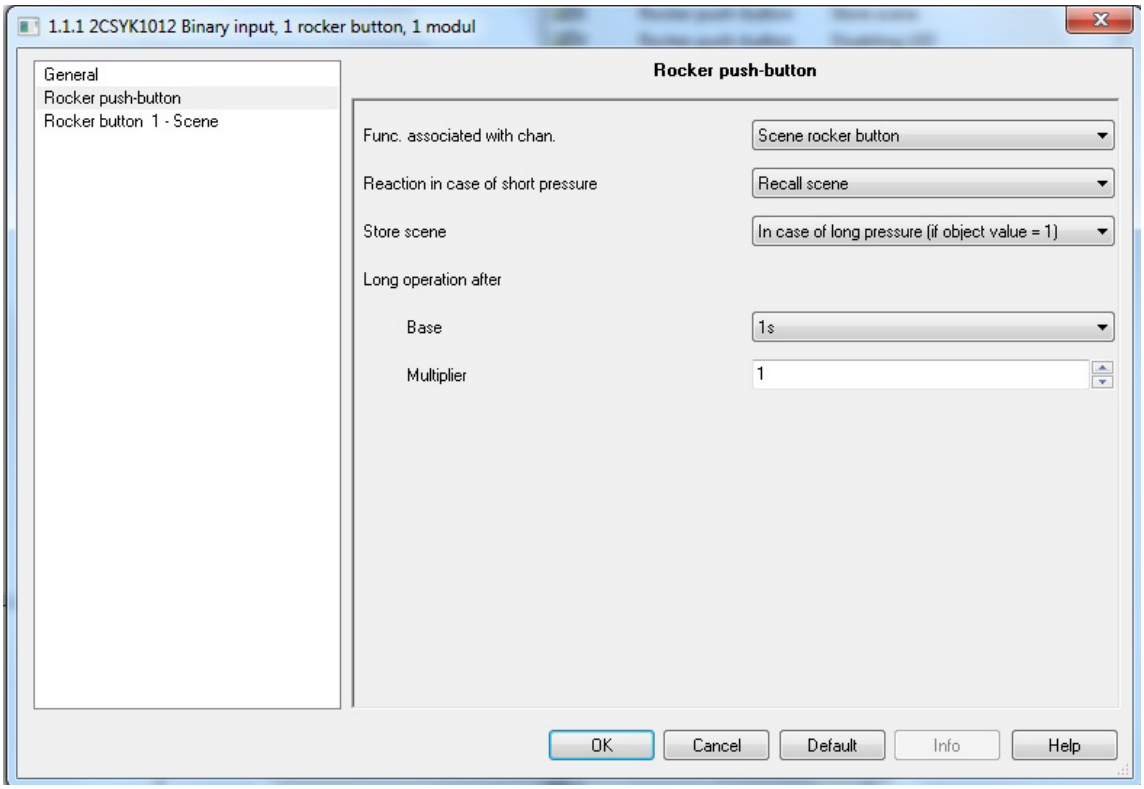
Rocker switch reaction to long pressure Upper/Lower Rocker push-button
It determines device reaction after a long pressure on the upper and lower rocker switch.

Long pressure duration [S]
It allows you to determine the time that is sufficient to consider a pressure as a long pressure.

Courtesy light activation
This parameter allows you to switch on the courtesy lights.

LED operating mode
The LEDs can remain always on or always off, they can be controlled by communication objects ("Show communication object value"), follow the rocker switch direct value ("Show rocker switch object value) or inverted value ("Show rocker switch object inverted value").

2.1.6 Scene rocker switch

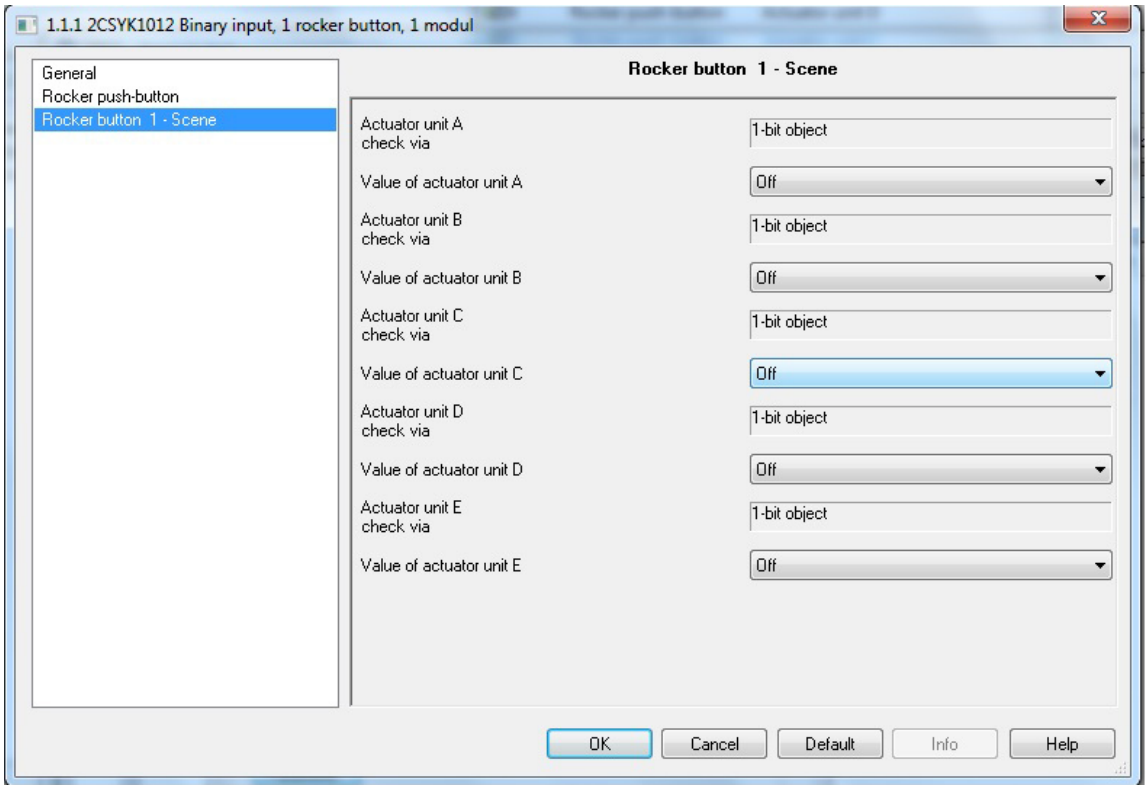


Reaction to short pressure
After a short pressure the device will respond recalling a scene ("Recall scene") or not ("No reaction").

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.

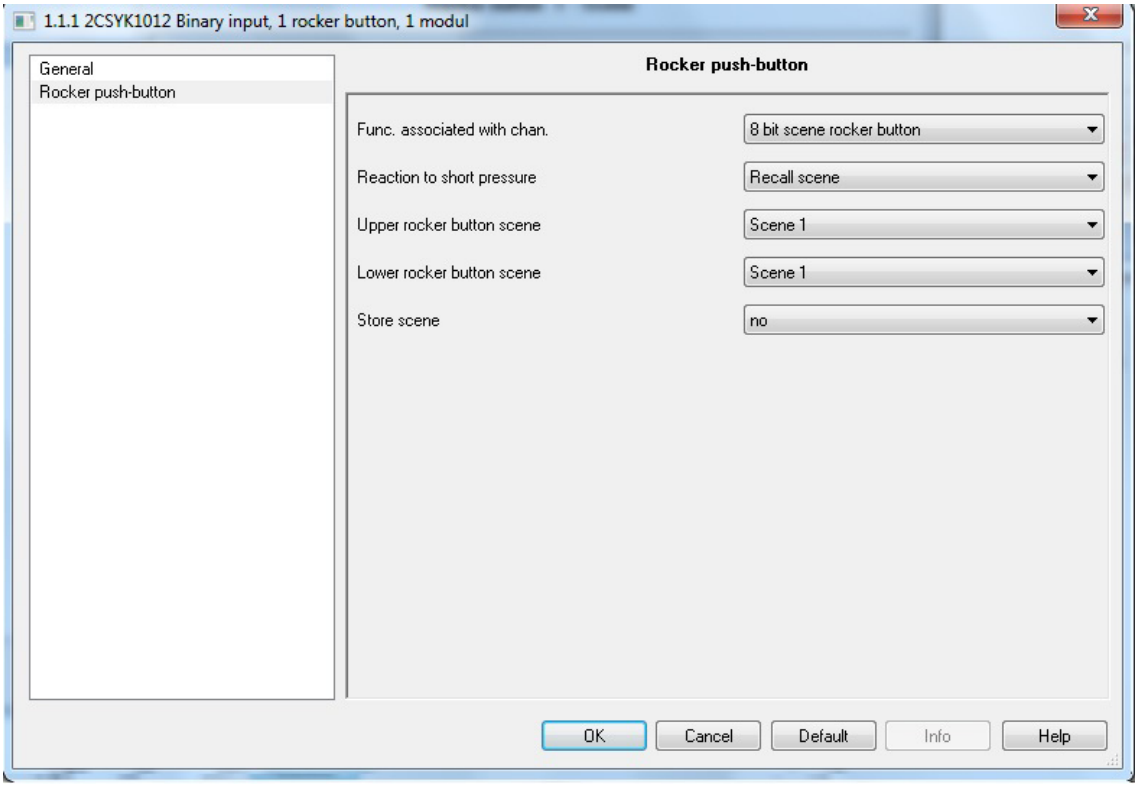
2.1.6.1 Scene



Actuator unit A/B/C/D/E check via
It is possible to choose only one type of 1 bit datum.

Actuator unit A/B/C/D/E value
It associates the corresponding actuator unit with a 1 bit value: OFF

2.1.7 8 bit scene rocker switch



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

Upper rocker switch scene
This parameter allows you to choose which scene should be recalled with the short pressure of the upper rocker switch or which scene the new value should be associated with after a storage request.

Lower rocker switch scene
This parameter allows you to choose which scene should be recalled with the short pressure of the lower rocker switch 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.

3 Operation of communication objects

3.1 Rocker push-button

3.1.1 Switching rocker switch

Number	Name	Object Function	Description	Group Addres...	Leng...	C	R	W	T	U	Data Type	Priority
0	Rocker push-button	Disabling			1 bit	C	-	W	T	-	1 bit DPT_Enable	Low
1	Rocker push-button	Switching			1 bit	C	-	W	T	-	1 bit DPT_Switch	Low
9	Rocker push-button	Disabling LED			1 bit	C	R	W	T	-	1 bit DPT_Enable	Low

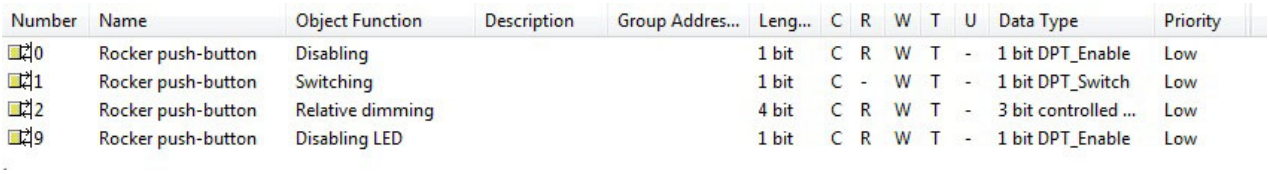
No.	Function	Object name	Type of datum	Flags
0	**Disabling**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,T**
The channel circuitry can be blocked or enabled using the communication object. A blocked channel behaves as if there was no input signal. Communication objects of the channel are still available.				
1	**Switching**	**Rocker push-button**	**1 bit DPT_Switch**	**C,W,T**
Telegram 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.				
9	**Disabling LED**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,R,T**
The “Disabling Led” communication object makes it possible to enable (1) the LED so as that it switches on or off depending on the operating mode selected from the parameters or to disable it (0) forcing it into a continuous switching off status.				

3.1.2 Switching rocker switch

Number	Name	Object Function	Description	Group Addres...	Leng...	C	R	W	T	U	Data Type	Priority
0	Rocker push-button	Disabling			1 bit	C	-	W	T	-	1 bit DPT_Enable	Low
1	Rocker push-button	Upper rocker butto...			1 bit	C	-	W	T	-	1 bit DPT_Switch	Low
2	Rocker push-button	Lower rocker butto...			1 bit	C	-	W	T	-	1 bit DPT_Switch	Low
9	Rocker push-button	Disabling LED			1 bit	C	-	W	T	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
0	**Disabling**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,T**
The channel circuitry can be blocked or enabled using the communication object. A blocked channel behaves as if there was no input signal. Communication objects of the channel are still available.				
1	**Upper rocker 2 push-button Switching**	**Rocker push-button**	**1 bit DPT_Switch**	**C,W,T**
Telegram 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.				
2	**Upper rocker 2 push-button Switching**	**Rocker push-button**	**1 bit DPT_Switch**	**C,W,T**
Telegram 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.				
9	**Disabling LED**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,T**
The “Disabling Led” communication object makes it possible to enable (1) the LED so as that it switches on or off depending on the operating mode selected from the parameters or to disable it (0) forcing it into a continuous switching off status.				

3.1.3 Dimmer rocker switch



Number	Name	Object Function	Description	Group Addres...	Leng...	C	R	W	T	U	Data Type	Priority
0	Rocker push-button	Disabling			1 bit	C	R	W	T	-	1 bit DPT_Enable	Low
1	Rocker push-button	Switching			1 bit	C	-	W	T	-	1 bit DPT_Switch	Low
2	Rocker push-button	Relative dimming			4 bit	C	R	W	T	-	3 bit controlled ...	Low
9	Rocker push-button	Disabling LED			1 bit	C	R	W	T	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
0	**Disabling**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,R,T**
The channel circuitry can be blocked or enabled using the communication object. A blocked channel behaves as if there was no input signal. Communication objects of the channel are still available.				
1	**Switching**	**Rocker push-button**	**1 bit DPT_Switch**	**C,W,T**
Telegram 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.				
2	**Relative dimming**	**Rocker push-button**	**1 bit DPT_Switch**	**C,W,T,R**
Telegram 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.				
9	**Disabling LED**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,R,T**
The “Disabling Led” communication object makes it possible to enable (1) the LED so as that it switches on or off depending on the operating mode selected from the parameters or to disable it (0) forcing it into a continuous switching off status.				

3.1.4 Shutter rocker switch

Number	Name	Object Function	Description	Group Addres...	Leng...	C	R	W	T	U	Data Type	Priority
0	Rocker push-button	Disabling			1 bit	C	-	W	T	-	1 bit DPT_Enable	Low
1	Rocker push-button	Shutter Up/Down			1 bit	C	-	W	T	-	1 bit DPT_UpDown	Low
2	Rocker push-button	Stop/Louvre Up-Do...			1 bit	C	-	W	T	-	3 bit controlled ...	Low
9	Rocker push-button	Disabling LED			1 bit	C	-	W	T	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
0	**Disabling**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,T**
The channel circuitry can be blocked or enabled using the communication object. A blocked channel behaves as if there was no input signal. Communication objects of the channel are still available.				
1	**Shutter up-down**	**Rocker push-button**	**1 bit DPT_UpDown**	**C,T,W**
This communication object sends a shutter movement control (UP or DOWN) over the bus.				
2	**Stop/Louvre up-down**	**Rocker push-button**	**1 bit DPT_Step**	**C,T,W**
Telegram 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.				
9	**Disabling LED**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,T**
The “Disabling Led” communication object makes it possible to enable (1) the LED so as that it switches on or off depending on the operating mode selected from the parameters or to disable it (0) forcing it into a continuous switching off status.				

3.1.5 Scene rocker switch

Number	Name	Object Function	Description	Group Addres...	Leng...	C	R	W	T	U	Data Type	Priority
0	Rocker push-button	Disabling			1 bit	C	-	W	T	-	1 bit DPT_Enable	Low
1	Rocker push-button	Actuator unit A			1 bit	C	-	W	T	-	1 bit DPT_Switch	Low
2	Rocker push-button	Actuator unit B			1 bit	C	-	W	T	-	1 bit DPT_Switch	Low
3	Rocker push-button	Actuator unit C			1 bit	C	-	W	T	-	1 bit DPT_Switch	Low
4	Rocker push-button	Actuator unit D			1 bit	C	-	W	T	-	1 bit DPT_Switch	Low
5	Rocker push-button	Actuator unit E			1 bit	C	-	W	T	-	1 bit DPT_Switch	Low
9	Rocker push-button	Disabling LED			1 bit	C	-	W	T	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
0	**Disabling**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,T**
The channel circuitry can be blocked or enabled using the communication object. A blocked channel behaves as if there was no input signal. Communication objects of the channel are still available.				
1,2,3 4.5	**Actuator unit A/B/C/D/E**	**Rocker push-button**	**1 bit DPT Switch**	**C,W,T**
This communication object sends the following values over the bus to fulfil the scene setting. 1-Byte value [ON/OFF] EIS 1 DPT 1.001 switching command				
6	**Store scene**	**Rocker push-button**	**1 bit DPT Enable**	**C,W,T,U**
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.				
9	**Disabling LED**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,T**
The “Disabling Led” communication object makes it possible to enable (1) the LED so as that it switches on or off depending on the operating mode selected from the parameters or to disable it (0) forcing it into a continuous switching off status.				

3.1.6 8 bit scene rocker switch

Number	Name	Object Function	Description	Group Addres...	Leng...	C	R	W	T	U	Data Type	Priority
0	Rocker push-button	Disabling			1 bit	C	-	W	T	-	1 bit DPT_Enable	Low
1	Rocker push-button	8 bit scene			1 Byte	C	-	W	T	-		Low
9	Rocker push-button	Disabling LED			1 bit	C	-	W	T	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
0	**Disabling**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,T**
The channel circuitry can be blocked or enabled using the communication object. A blocked channel behaves as if there was no input signal. Communication objects of the channel are still available.				
1	**8 bit scene**	**Rocker push-button**	**1 byte DPT_Unsigned_Counter_ value**	**C,W,T**
This communication object sends the following values over the bus to fulfil the scene setting. 1-Byte value [ON/OFF] EIS 1 DPT 1.001 switching command				
6	**Store scene**	**Rocker push-button**	**1 bit DPT Enable**	**C,W,T,U**
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.				
9	**Disabling LED**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,T**
The “Disabling Led” communication object makes it possible to enable (1) the LED so as that it switches on or off depending on the operating mode selected from the parameters or to disable it (0) forcing it into a continuous switching off status.				

3.1.7 Direct LED management

Number	Name	Object Function	Description	Group Addres...	Leng...	C	R	W	T	U	Data Type	Priority
7	Rocker push-button	Upper LED			1 bit	C	R	W	T	-	1 bit DPT_Switch	Low
8	Rocker push-button	Lower LED			1 bit	C	-	W	T	-	1 bit DPT_Switch	Low
9	Rocker push-button	Disabling LED			1 bit	C	R	W	T	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
7	**Upper LED**	**Rocker push-button**	**1 bit DPT Switch**	**C,W,R,T**
Through these communication objects it is possible to control the upper LED status directly over the bus. Send a telegram containing the value 1 to switch them on, or value 0 to switch them off.				
8	**Lower LED**	**Rocker push-button**	**1 bit DPT Switch**	**C,W,T**
Through these communication objects it is possible to control the lower LED status directly over the bus. Send a telegram containing the value 1 to switch them on, or value 0 to switch them off.				
9	**Disabling LED**	**Rocker push-button**	**1 bit DPT_Enable**	**C,W,R,T**
The “Disabling Led” communication object makes it possible to enable (1) the LED so as that it switches on or off depending on the operating mode selected from the parameters or to disable it (0) forcing it into a continuous switching off status.				

4 Table of 8 bit scene telegram codes

Bit no.		7	6	5	4	3	2	1	0		
8-Bit Values	Hexadecimal	Recall/Store	Not defined	Scene number						Scene no.	Recall (A)/ Store (S)
0	00	0	0	0	0	0	0	0	0	1	A
1	01	0	0	0	0	0	0	0	1	2	A
2	02	0	0	0	0	0	0	1	0	3	A
3	03	0	0	0	0	0	0	1	1	4	A
4	04	0	0	0	0	0	1	0	0	5	A
5	05	0	0	0	0	0	1	0	1	6	A
6	06	0	0	0	0	0	1	1	0	7	A
7	07	0	0	0	0	0	1	1	1	8	A
8	08	0	0	0	0	1	0	0	0	9	A
9	09	0	0	0	0	1	0	0	1	10	A
10	0A	0	0	0	0	1	0	1	0	11	A
11	0B	0	0	0	0	1	0	1	1	12	A
12	0C	0	0	0	0	1	1	0	0	13	A
13	0D	0	0	0	0	1	1	0	1	14	A
14	0E	0	0	0	0	1	1	1	0	15	A
15	0F	0	0	0	0	1	1	1	1	16	A
16	10	0	0	0	1	0	0	0	0	17	A
17	11	0	0	0	1	0	0	0	1	18	A
18	12	0	0	0	1	0	0	1	0	19	A
19	13	0	0	0	1	0	0	1	1	20	A
20	14	0	0	0	1	0	1	0	0	21	A
21	15	0	0	0	1	0	1	0	1	22	A
22	16	0	0	0	1	0	1	1	0	23	A
23	17	0	0	0	1	0	1	1	1	24	A
24	18	0	0	0	1	1	0	0	0	25	A
25	19	0	0	0	1	1	0	0	1	26	A
26	1 A	0	0	0	1	1	0	1	0	27	A
27	1B	0	0	0	1	1	0	1	1	28	A
28	1C	0	0	0	1	1	1	0	0	29	A
29	1D	0	0	0	1	1	1	0	1	30	A
30	1E	0	0	0	1	1	1	1	0	31	A
31	1F	0	0	0	1	1	1	1	1	32	A
32	20	0	0	1	0	0	0	0	0	33	A
33	21	0	0	1	0	0	0	0	1	34	A
34	22	0	0	1	0	0	0	1	0	35	A
35	23	0	0	1	0	0	0	1	1	36	A
36	24	0	0	1	0	0	1	0	0	37	A
37	25	0	0	1	0	0	1	0	1	38	A
38	26	0	0	1	0	0	1	1	0	39	A
39	27	0	0	1	0	0	1	1	1	40	A
40	28	0	0	1	0	1	0	0	0	41	A
41	29	0	0	1	0	1	0	0	1	42	A
42	2 A	0	0	1	0	1	0	1	0	43	A
43	2B	0	0	1	0	1	0	1	1	44	A
44	2C	0	0	1	0	1	1	0	0	45	A
45	2D	0	0	1	0	1	1	0	1	46	A
46	2E	0	0	1	0	1	1	1	0	47	A
47	2F	0	0	1	0	1	1	1	1	48	A
48	30	0	0	1	1	0	0	0	0	49	A
49	31	0	0	1	1	0	0	0	1	50	A
50	32	0	0	1	1	0	0	1	0	51	A
51	33	0	0	1	1	0	0	1	1	52	A
52	34	0	0	1	1	0	1	0	0	53	A
53	35	0	0	1	1	0	1	0	1	54	A
54	36	0	0	1	1	0	1	1	0	55	A
55	37	0	0	1	1	0	1	1	1	56	A
56	38	0	0	1	1	1	0	0	0	57	A
57	39	0	0	1	1	1	0	0	1	58	A
58	3A	0	0	1	1	1	0	1	0	59	A
59	3B	0	0	1	1	1	0	1	1	60	A
60	3C	0	0	1	1	1	1	0	0	61	A
61	3D	0	0	1	1	1	1	0	1	62	A
62	3E	0	0	1	1	1	1	1	0	63	A
63	3F	0	0	1	1	1	1	1	1	0	A
128	80	1	0	0	0	0	0	0	0	1	S
129	81	1	0	0	0	0	0	0	1	2	S
130	82	1	0	0	0	0	0	1	0	3	S
131	83	1	0	0	0	0	0	1	1	4	S
132	84	1	0	0	0	0	1	0	0	5	S
133	85	1	0	0	0	0	1	0	1	6	S
134	86	1	0	0	0	0	1	1	0	7	S
135	87	1	0	0	0	0	1	1	1	8	S
136	88	1	0	0	0	1	0	0	0	9	S
137	89	1	0	0	0	1	0	0	1	10	S
138	8A	1	0	0	0	1	0	1	0	11	S
139	8B	1	0	0	0	1	0	1	1	12	S
140	8C	1	0	0	0	1	1	0	0	13	S
141	8D	1	0	0	0	1	1	0	1	14	S
142	8E	1	0	0	0	1	1	1	0	15	S
143	8F	1	0	0	0	1	1	1	1	16	S
144	90	1	0	0	1	0	0	0	0	17	S
145	91	1	0	0	1	0	0	0	1	18	S
146	92	1	0	0	1	0	0	1	0	19	S
147	93	1	0	0	1	0	0	1	1	20	S
148	94	1	0	0	1	0	1	0	0	21	S
149	95	1	0	0	1	0	1	0	1	22	S
150	96	1	0	0	1	0	1	1	0	23	S
151	97	1	0	0	1	0	1	1	1	24	S
152	98	1	0	0	1	1	0	0	0	25	S

Bit no.		7	6	5	4	3	2	1	0		
8-Bit Values	Hexadecimal	Recall/Store	Not defined	Scene number						Scene no.	Recall (A)/ Store (S)
153	99	1	0	0	1	1	0	0	1	26	S
154	9A	1	0	0	1	1	0	1	0	27	S
155	9B	1	0	0	1	1	0	1	1	28	S
156	9C	1	0	0	1	1	1	0	0	29	S
157	9D	1	0	0	1	1	1	0	1	30	S
158	9E	1	0	0	1	1	1	1	0	31	S
159	9F	1	0	0	1	1	1	1	1	32	S
160	A0	1	0	1	0	0	0	0	0	33	S
161	A1	1	0	1	0	0	0	0	1	34	S
162	A2	1	0	1	0	0	0	1	0	35	S
163	A3	1	0	1	0	0	0	1	1	36	S
164	A4	1	0	1	0	0	1	0	0	37	S
165	A5	1	0	1	0	0	1	0	1	38	S
166	A6	1	0	1	0	0	1	1	0	39	S
167	A7	1	0	1	0	0	1	1	1	40	S
168	A8	1	0	1	0	1	0	0	0	41	S
169	A9	1	0	1	0	1	0	0	1	42	S
170	AA	1	0	1	0	1	0	1	0	43	S
171	AB	1	0	1	0	1	0	1	1	44	S
172	AC	1	0	1	0	1	1	0	0	45	S
173	AD	1	0	1	0	1	1	0	1	46	S
174	AE	1	0	1	0	1	1	1	0	47	S
175	AF	1	0	1	0	1	1	1	1	48	S
176	B0	1	0	1	1	0	0	0	0	49	S
177	B1	1	0	1	1	0	0	0	1	50	S
178	B2	1	0	1	1	0	0	1	0	51	S
179	B3	1	0	1	1	0	0	1	1	52	S
180	B4	1	0	1	1	0	1	0	0	53	S
181	B5	1	0	1	1	0	1	0	1	54	S
182	B6	1	0	1	1	0	1	1	0	55	S
183	B7	1	0	1	1	0	1	1	1	56	S
184	B8	1	0	1	1	1	0	0	0	57	S
185	B9	1	0	1	1	1	0	0	1	58	S
186	BA	1	0	1	1	1	0	1	0	59	S
187	BB	1	0	1	1	1	0	1	1	60	S
188	BC	1	0	1	1	1	1	0	0	61	S
189	BD	1	0	1	1	1	1	0	1	62	S
190	BE	1	0	1	1	1	1	1	0	63	S

Notes

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