

Product manual

# Mylos KNX: 2 binary inputs module with rocker switches

2CSYK1002C/S

2CSYK1003C/S

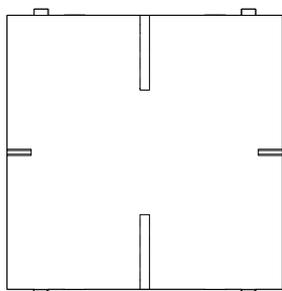
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## 1 Technical features

### 1.1 2 binary inputs module 1 switch



**2CSYK1002x**

The two binary inputs module 1 switch 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;
- 1 bit and 8 bit scene control;
- forced operation/ value.

It allows you to connect common push-buttons, free-voltage contacts or LEDs.

On the front side it has a rocker switch with programmable indicator light, that can be configured according to the following functions:

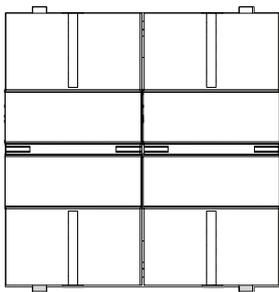
- simple switching or switching with two communication objects
- ON/OFF dimmer;
- shutter;
- 1 bit and 8 bit scene functionality;

#### 1.1.1 Technical data

<b>Power supply</b>	- EIB	over the bus consumption approx. 4 mA
<b>Number of inputs</b>	- 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
<b>Connections</b>	- Connection to bus	standard bus connector
	- Electric connections	screw terminal max 0.5 Nm
<b>Control and display elements EIB / KNX</b>	- red LED and EIB / KNX button	To set the physical address
<b>IP rating</b>	- IP 20, EN 60 529	
<b>Protection class</b>	- II	
<b>Ambient temperature</b>	- Use	-5 °C ... + 45 °C
	- Storage	-25 °C ... + 55 °C
	- Transport	-25 °C ... + 70 °C
<b>Execution</b>	- Modular, proM	
<b>Case, colour</b>	- Plastic container	
<b>Dimensions</b>	- 44x44x43 mm	
<b>Weight</b>	- 0.1 Kg	
<b>EC standard</b>	- 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
2CSYK1002x	Binary input 2 can 1 switches/1.0	24	255	255

**1.2 2 binary inputs module 2 switches**



The two binary inputs module 2 switches 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;
- 1 bit and 8 bit scene control;
- forced operation/ value.

It allows you to connect common push-buttons, free-voltage contacts or LEDs.

**2CSYK1003x**

On the front side it has two rocker switches with programmable indicator light, that can be configured according to the following functions:

- simple switching or switching with two communication objects
- ON/OFF dimmer;
- shutter;
- 1 bit and 8 bit scene functionality;

**1.2.1 Technical data**

<b>Power supply</b>	- EIB	over the bus consumption approx. 4 mA
<b>Number of inputs</b>	- 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
<b>Connections</b>	- Connection to bus	standard bus connector
	- Electric connections	screw terminal max 0.5 Nm
<b>Control and display elements EIB / KNX</b>	- red LED and EIB / KNX button	To set the physical address
<b>IP rating</b>	- IP 20, EN 60 529	
<b>Protection class</b>	- II	
<b>Ambient temperature</b>	- Use	-5 °C ... + 45 °C
	- Storage	-25 °C ... + 55 °C
	- Transport	-25 °C ... + 70 °C
<b>Execution</b>	- Modular, proM	
<b>Case, colour</b>	- Plastic container	
<b>Dimensions</b>	- 44x44x43 mm	
<b>Weight</b>	- 0.1 Kg	
<b>EC standard</b>	- 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
2CSYK1003x	Binary input 2 c 2 switches/1.0	34	255	255

**Delivery status**

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**

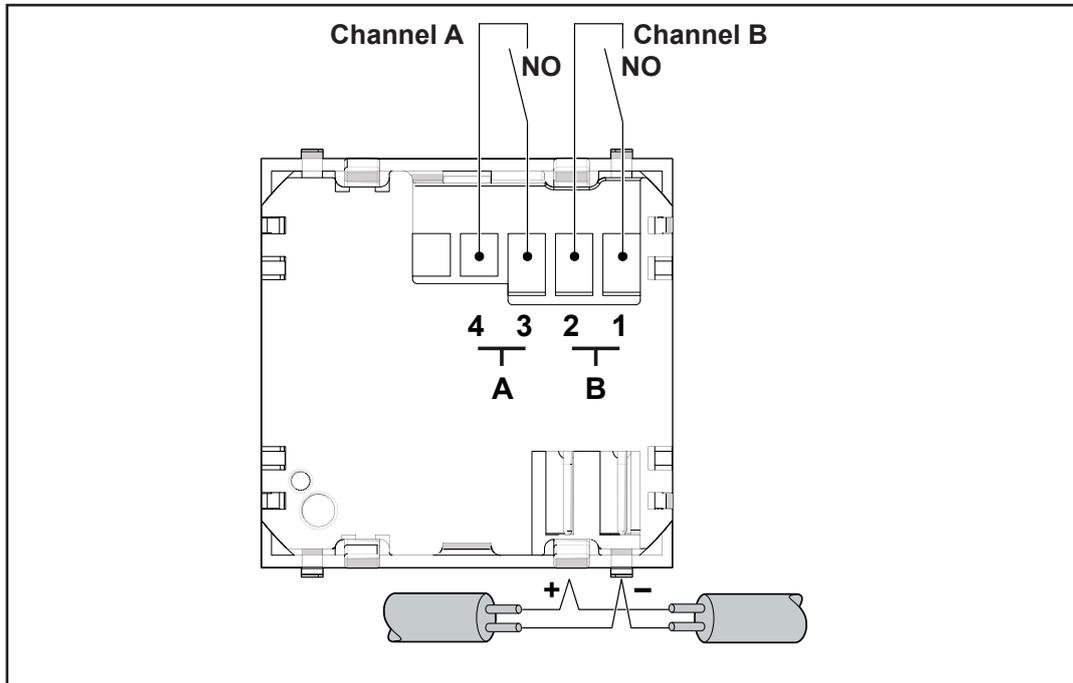
If devices become dirty, they can be cleaned using a dry cloth or a cloth dampened with a soapy solution. Corrosive agents or solutions should never be used.

**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.

**1.3 Connection diagram**

## 2 Commissioning

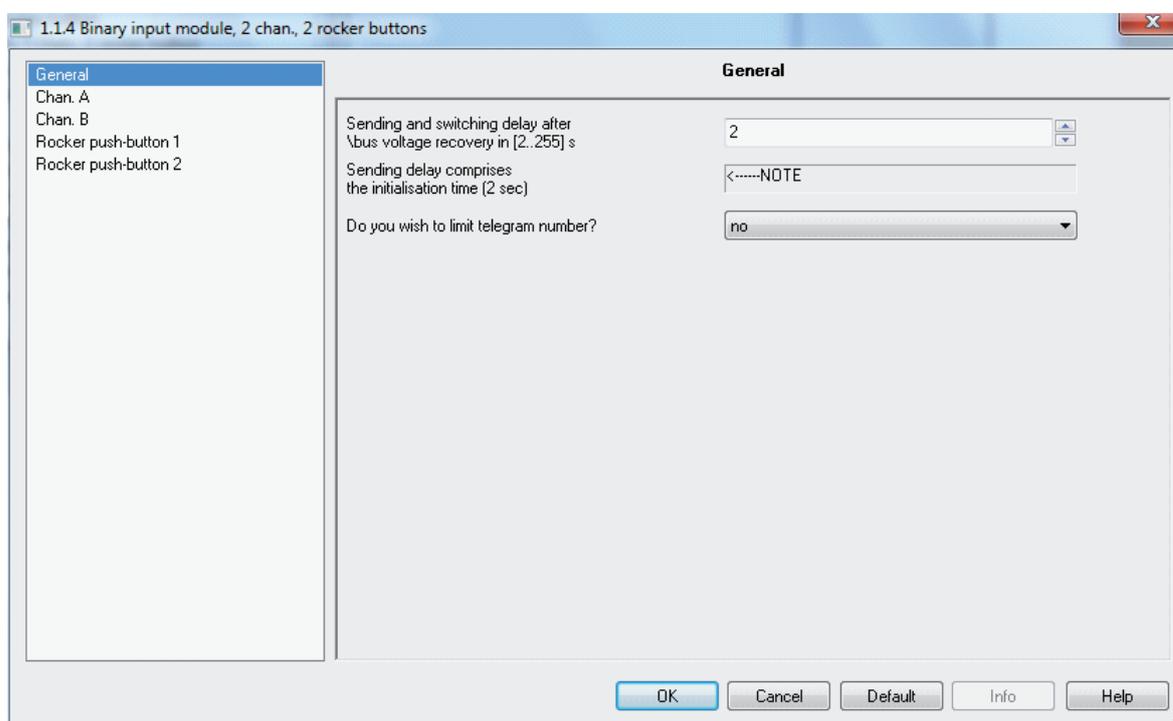
The main functions of the 2 binary inputs module 1 switch/2 switches are described in this section.

The 2 binary inputs module 1 switch/2 switches 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.

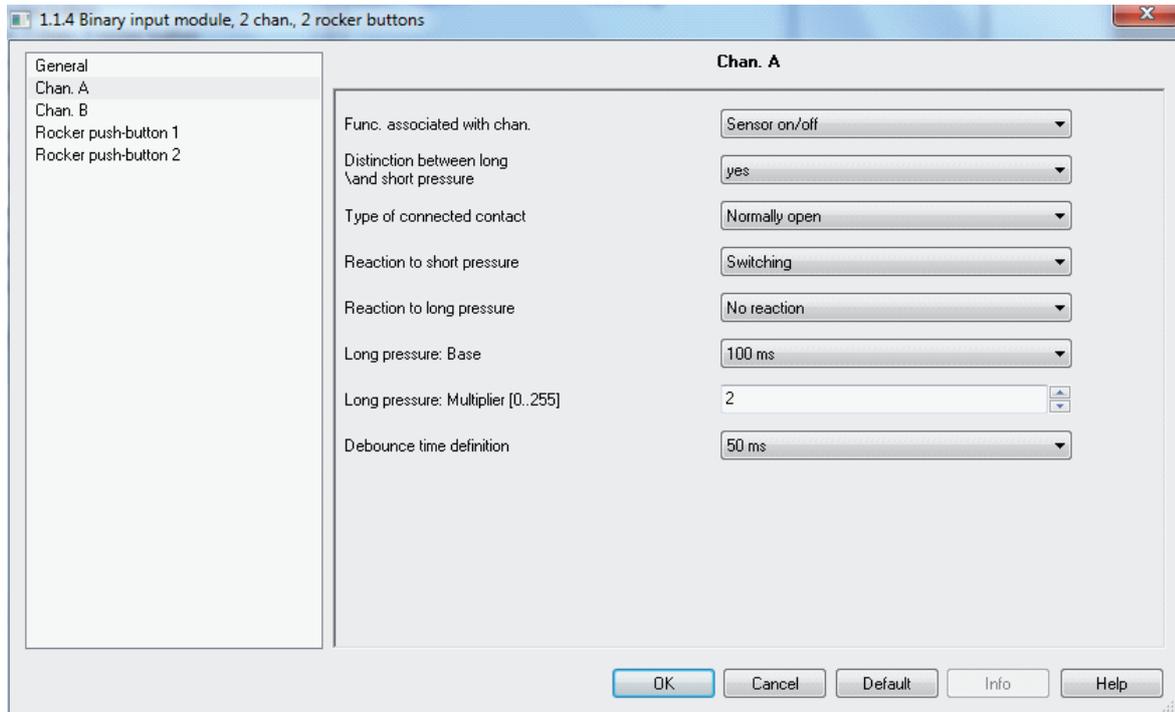
#### **Maximum number of telegrams every 10 seconds (if you wish to limit the telegram number it is set on Yes)**

Maximum number of telegrams that can be sent by the device within 10 seconds.

## 2.2 Channel A/B

### 2.2.1 On/off sensor;

#### 2.2.1.1 Distinction



#### **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**

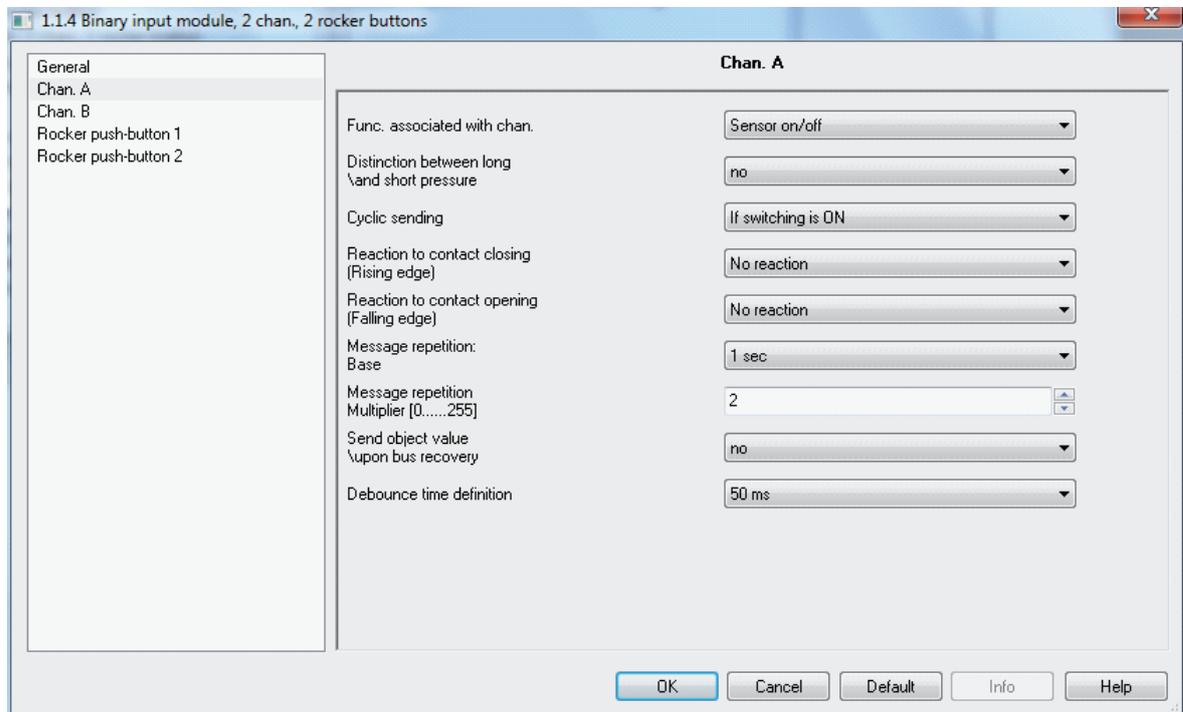
#### **Long pressure: Multiplier [0...255]**

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**

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

## 2.2.1.2 No distinction

**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.**

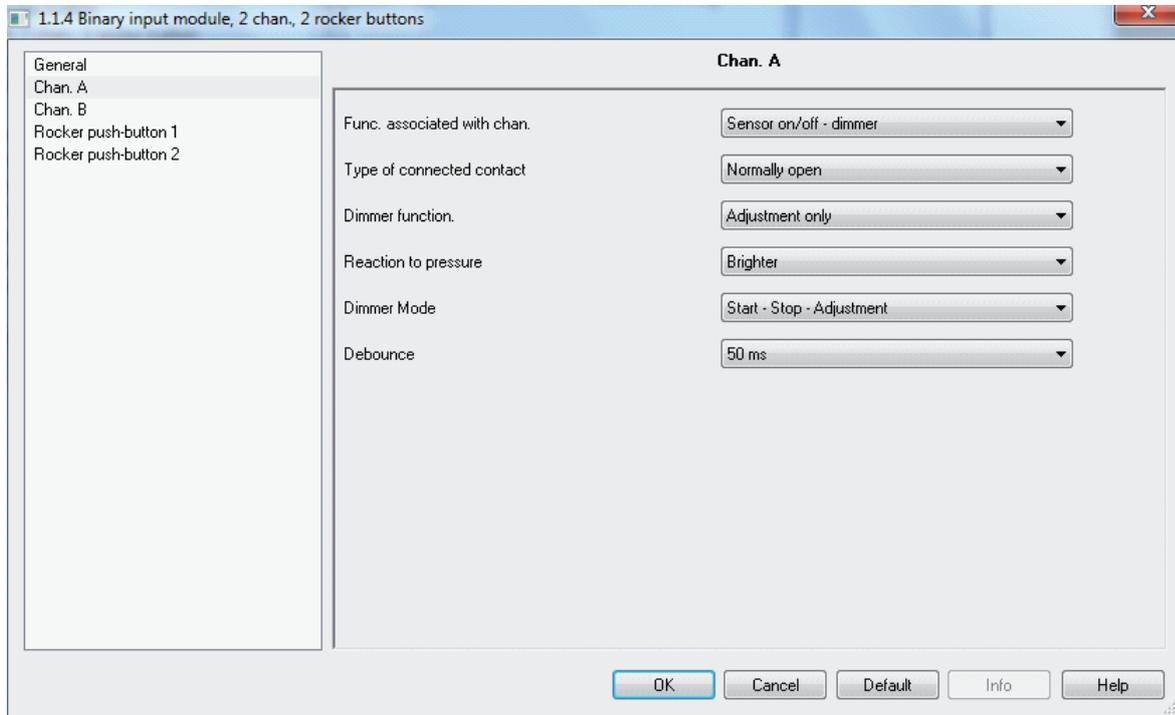
It defines if the device should send (yes) or not send (no) its status upon bus restoration.

**Debounce time definition**

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

## 2.2.2 On/Off Sensor - Dimmer

### 2.2.2.1 Adjustment only



#### 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.

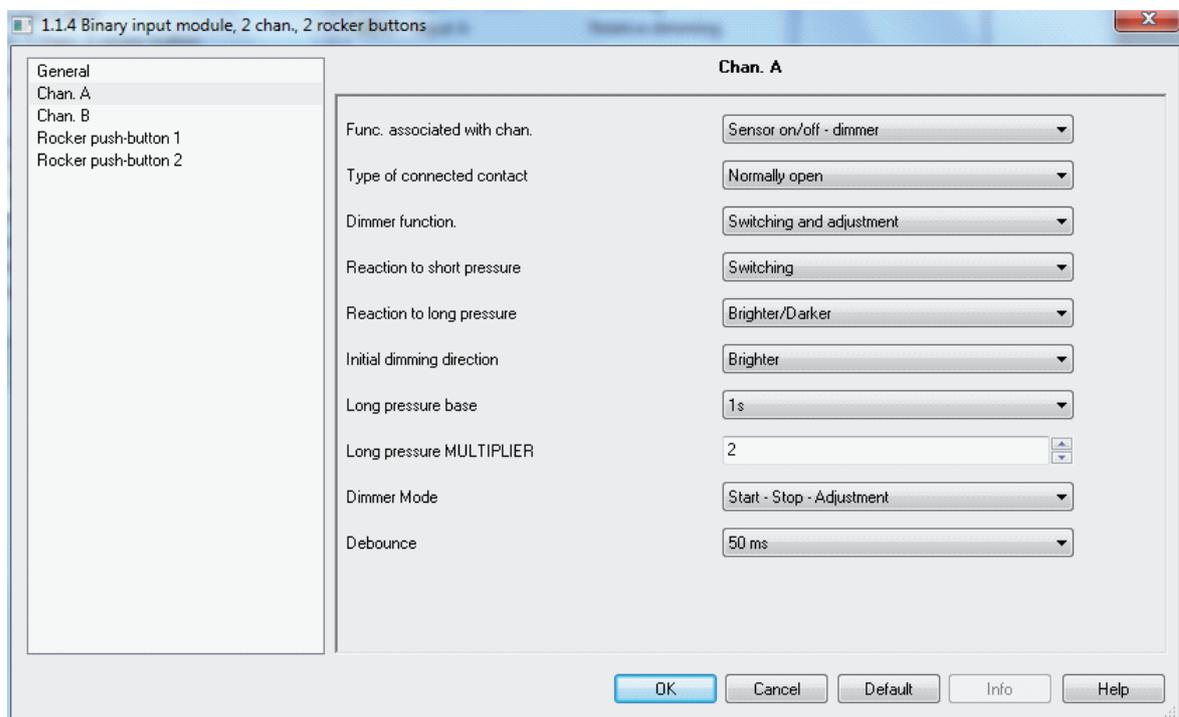
#### Dimmer mode

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

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

## 2.2.2.2 Switching and adjustment

**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.

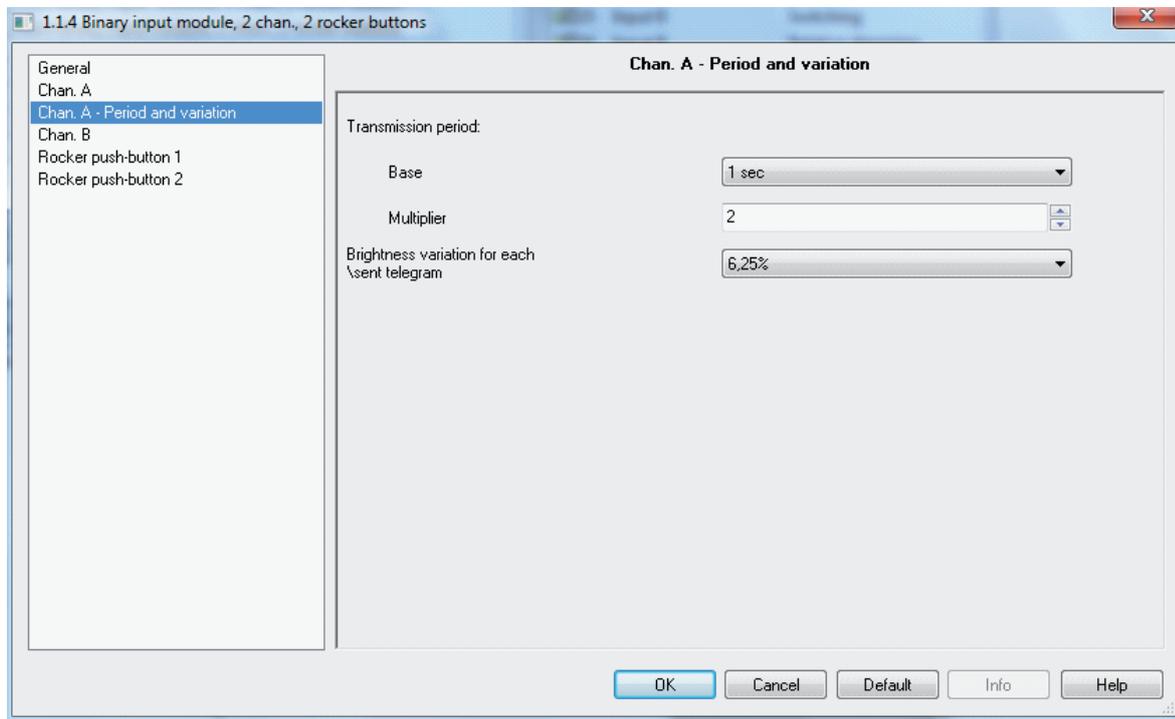
**Dimmer Mode**

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**

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

## 2.2.2.3 Period and variation

**Long pressure: Base****Long pressure: Multiplier**

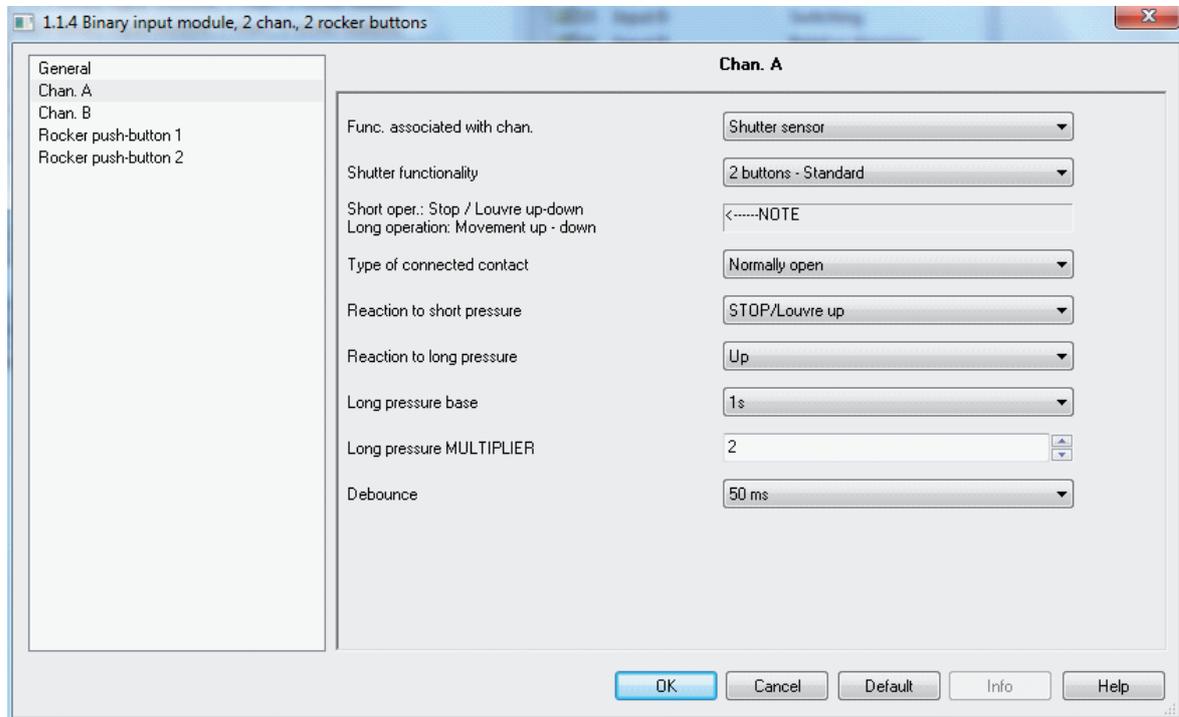
The dimming telegram is sent cyclically during long operation. Time interval is calculated as follows: Period for message repetition = Base \* Multiplier.

**Brightness variation for each sent telegram**

This parameter is set to change brightness (in percentage) that is sent cyclically with every dimming telegram.

## 2.2.3 Shutter Sensor

### 2.2.3.1 2 standard buttons



#### 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

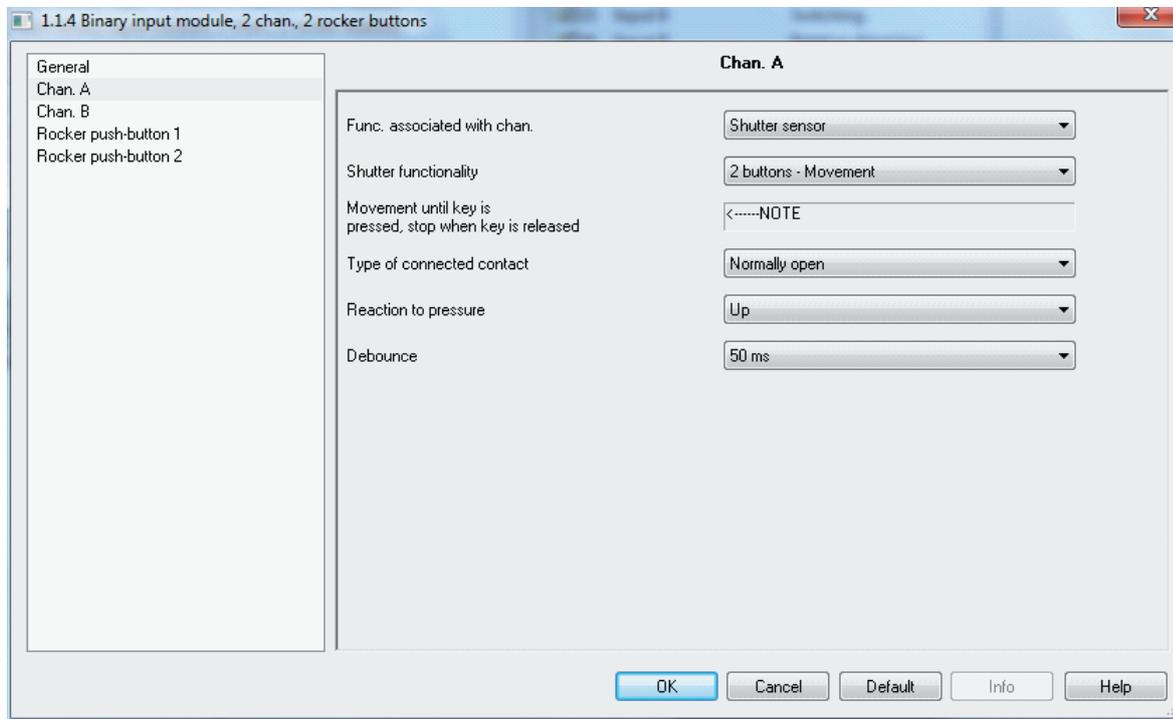
#### Long pressure: Multiplier [0...255]

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

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

## 2.2.3.2 2 movement buttons

**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".

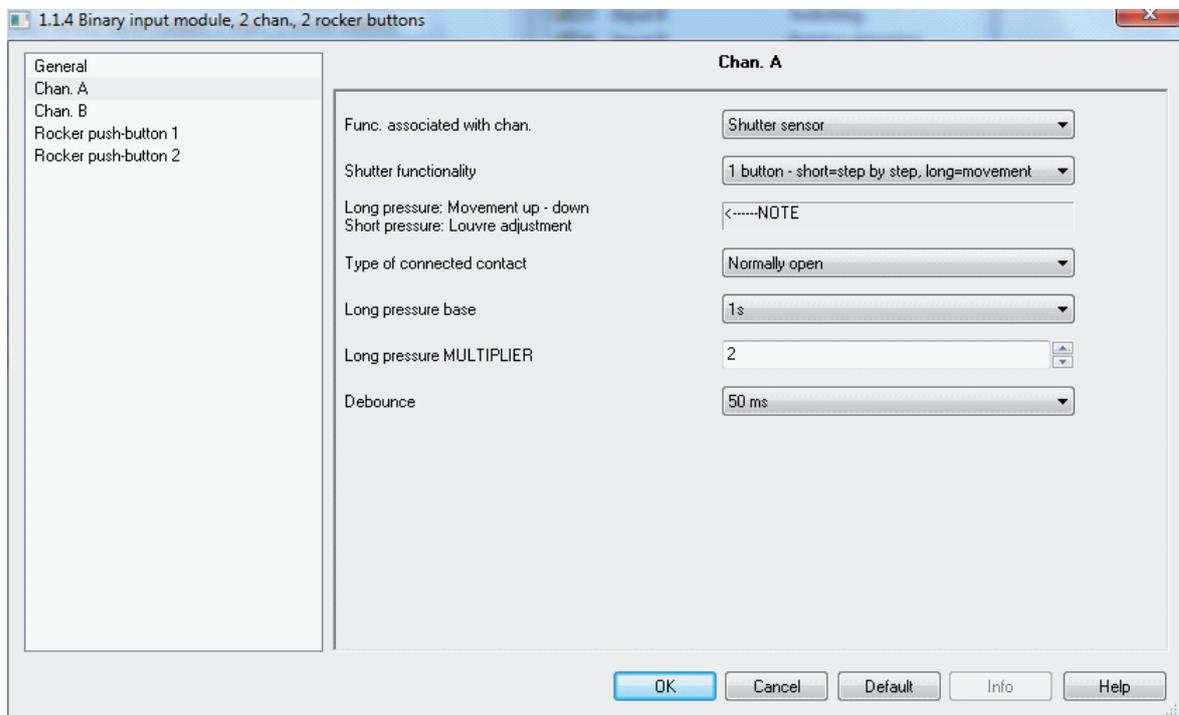
**Reaction to pressure**

It determines shutter movement direction after a pressure.

**Debounce**

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

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



#### 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]

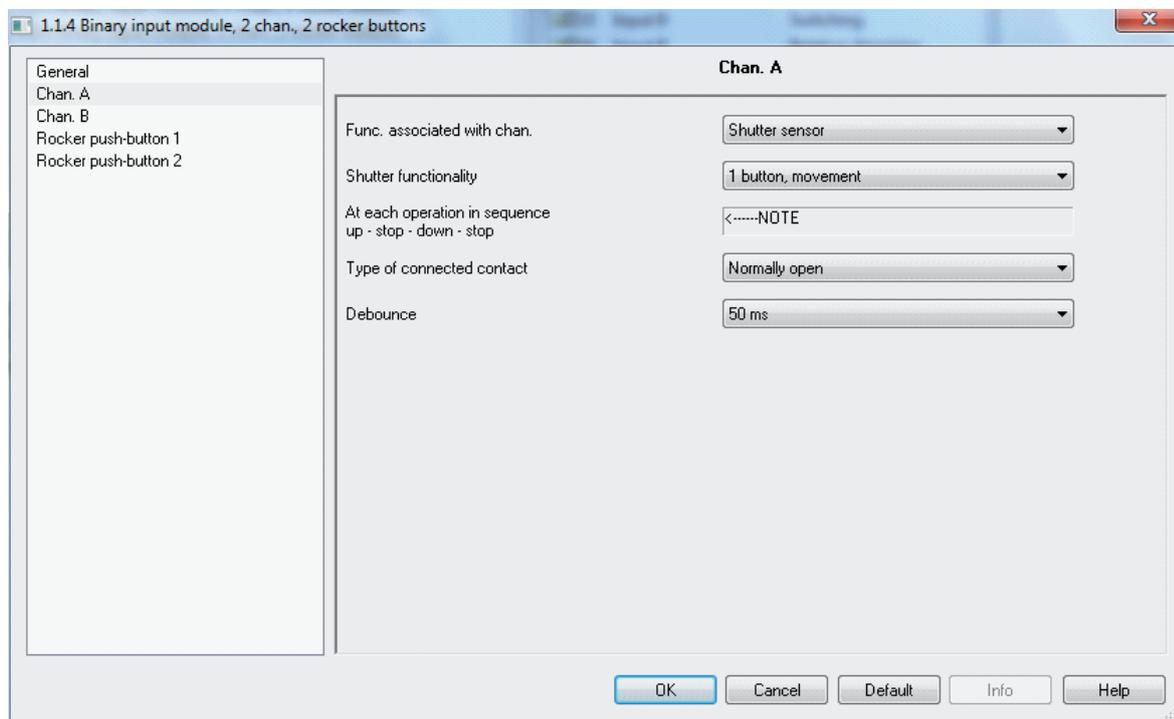
These two parameters allow you to determine the time that is sufficient to consider a pressure as a long pressure. Time interval is calculated as follows:

Period for long pressure = Base \* Multiplier.

#### Debounce

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

## 2.2.3.4 1 button, movement

**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.

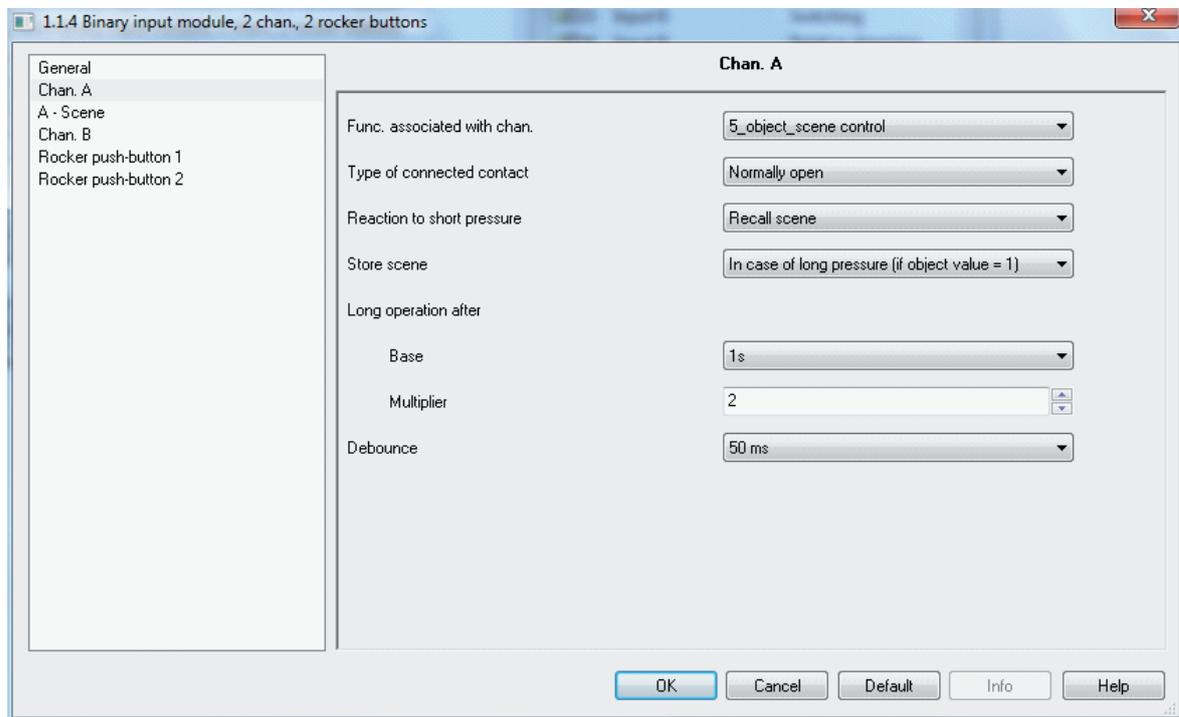
**Type of connected contact**

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

**Debounce**

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

## 2.2.4 5 object scene control

**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.

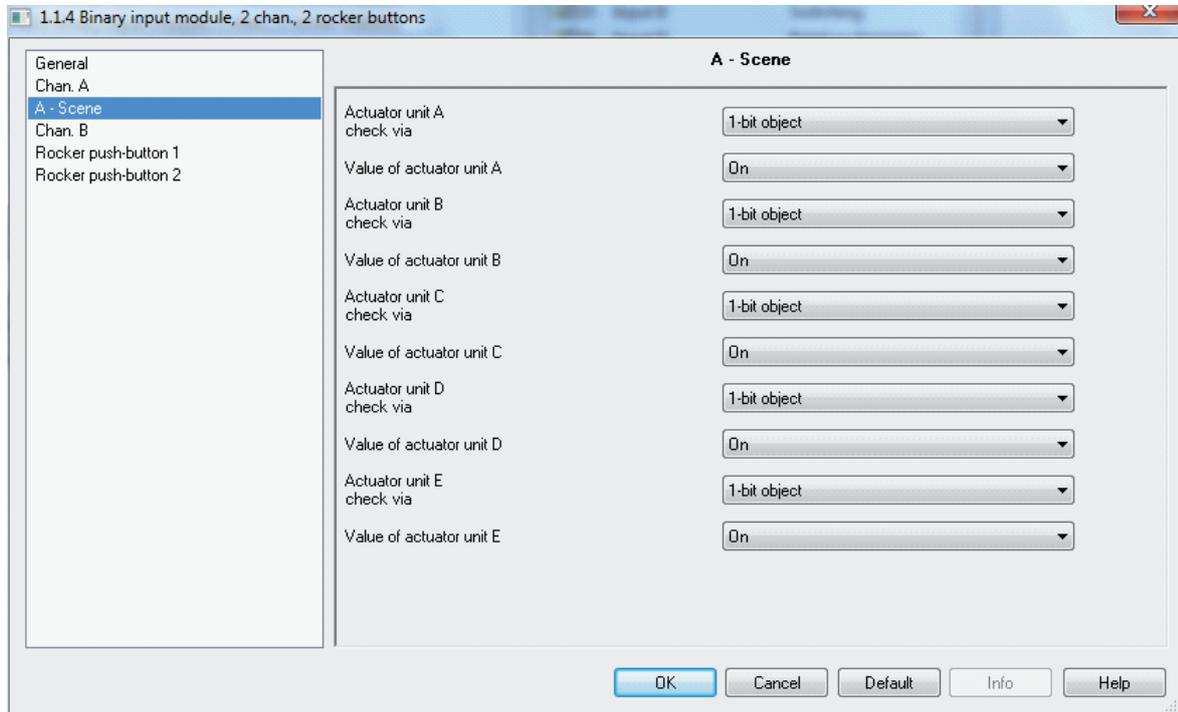
**Long pressure: Base****Long pressure: Multiplier [0...255] (if "In case of long pressure" or if "in case of long pressure (if object value = 1)")**

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**

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

## 2.2.4.1 Scene

**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.

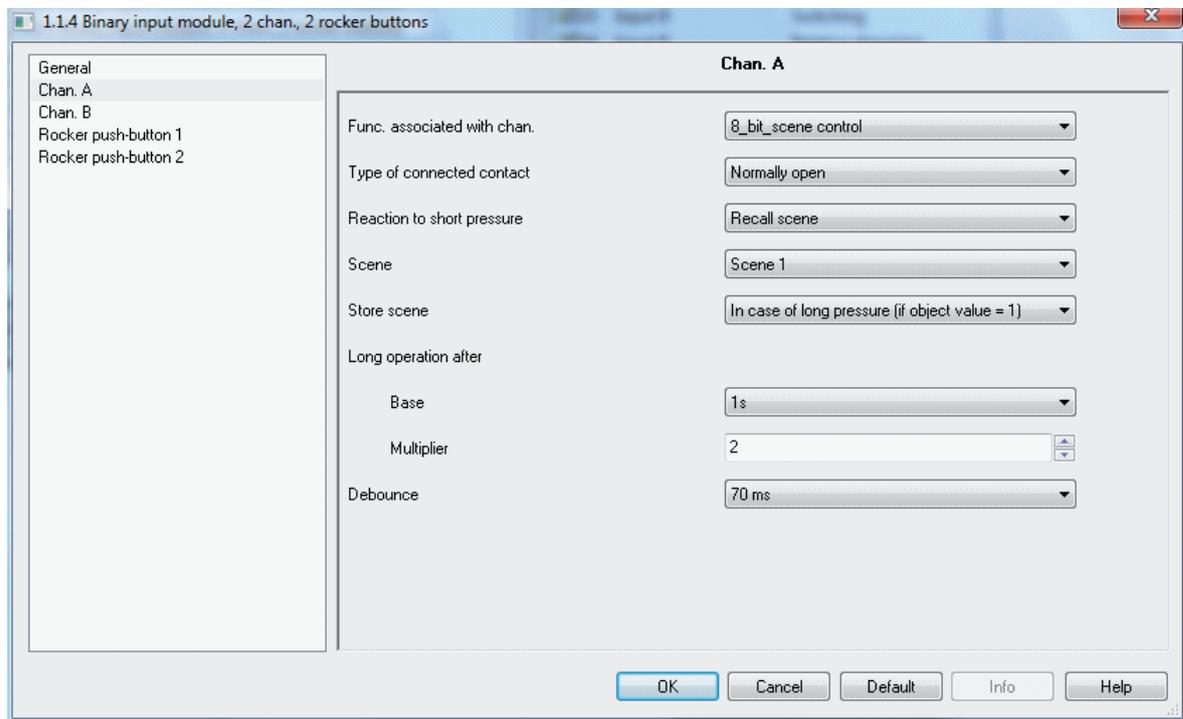
**Actuator unit A/B/C/D/E value**

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).

**Debounce**

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

## 2.2.5 8 bit scene control

**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)")**

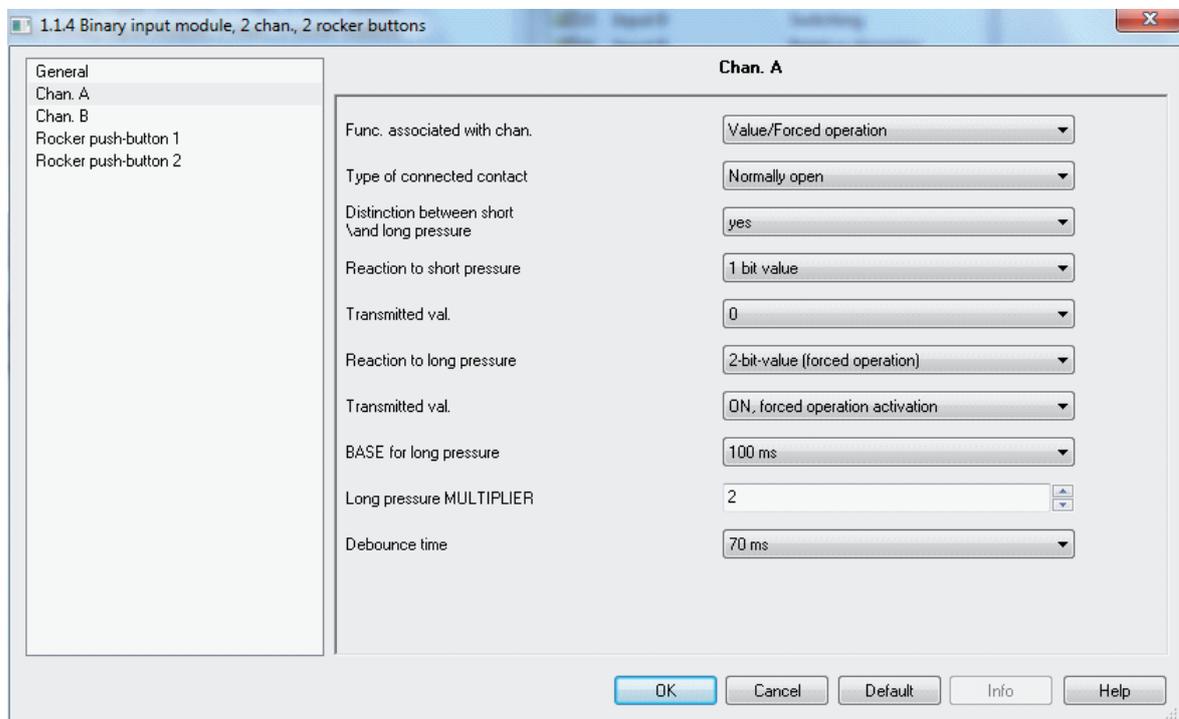
These two parameters allow you to determine the time that is sufficient to consider a pressure as a long pressure. Time interval is calculated as follows: Period for long pressure = Base \* Multiplier.

**Debounce**

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

## 2.2.6 Forced operation value

### 2.2.6.1 Distinction



#### 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

#### 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]/
- valore a 2-Byte [virgola mobile 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]/
- valore a 2-Byte [virgola mobile 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]**

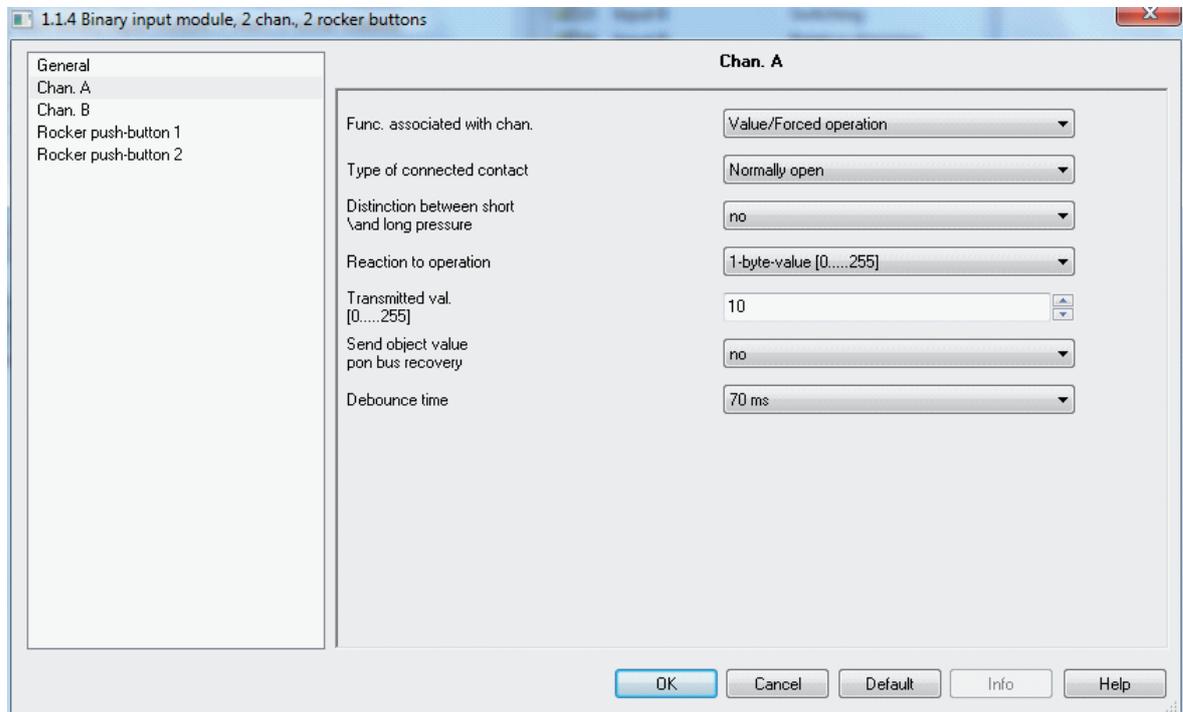
These two parameters allow you to determine the time that is sufficient to consider a pressure as a long pressure. Time interval is calculated as follows:

Period for long pressure = Base \* Multiplier.

**Debounce**

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

## 2.2.6.2 No distinction

**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.**

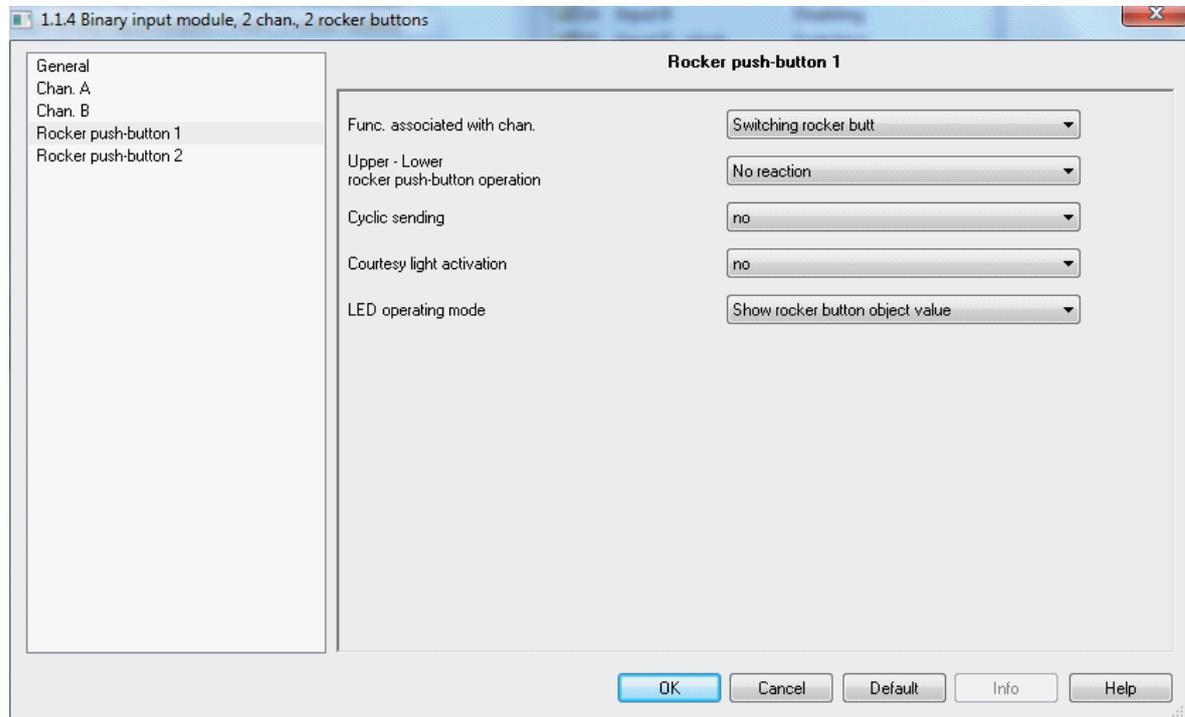
It defines if the device should send (yes) or not send (no) its status upon bus restoration

**Debounce**

This parameter allows you to prevent undesired multiple operation of the input e.g. by bouncing of the contact. The default value (50 ms) is generally sufficient to prevent this undesired effect.

## 2.2.7 Rocker push-button 1/2

### 2.2.7.1 Switching rocker push-button



#### Upper Rocker push-button push-button operation

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

#### Cyclic sending

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

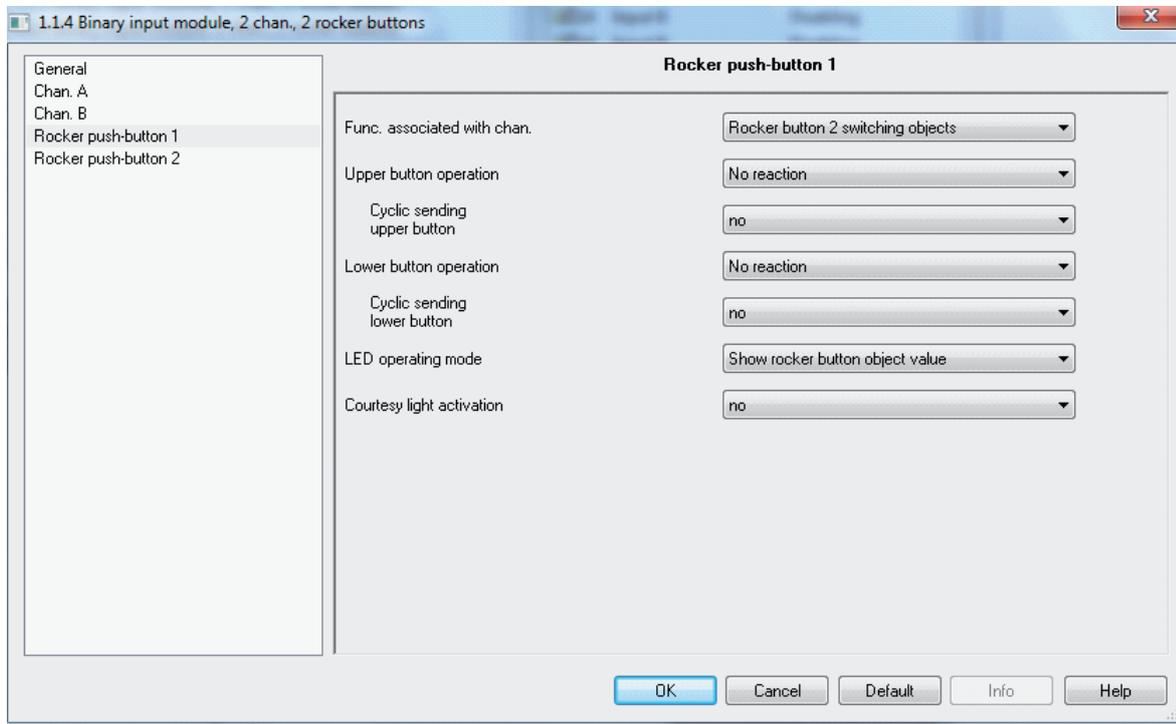
#### Courtesy light activation

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 push-button direct value ("Show rocker push-button object value) or inverted value ("Show rocker push-button object inverted value").

## 2.2.8 Rocker push-button 2 switching objects



### Upper rocker push-button operation

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

### Upper push-button cyclic sending

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

### Lower rocker push-button operation

It defines the operating mode if the lower rocker push-button 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").

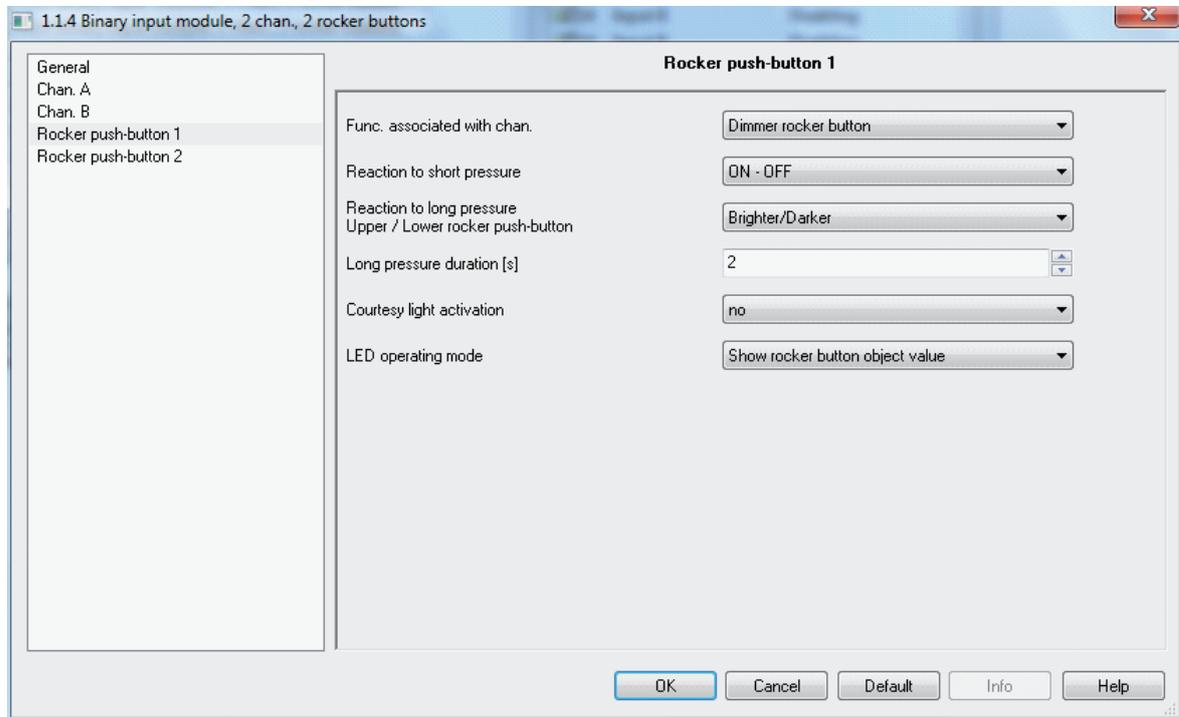
### Courtesy light activation

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 push-button direct value ("Show rocker push-button object value) or inverted value ("Show rocker push-button object inverted value").

### 2.2.9 Dimmer rocker push-button



#### Reaction to short pressure

It determines device reaction after a short pressure on the rocker push-button.

#### Rocker push-button reaction to long pressure Upper/Lower Rocker push-button

It determines device reaction after a long pressure on the upper and lower rocker push-button.

#### Long pressure duration

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

#### Courtesy light activation

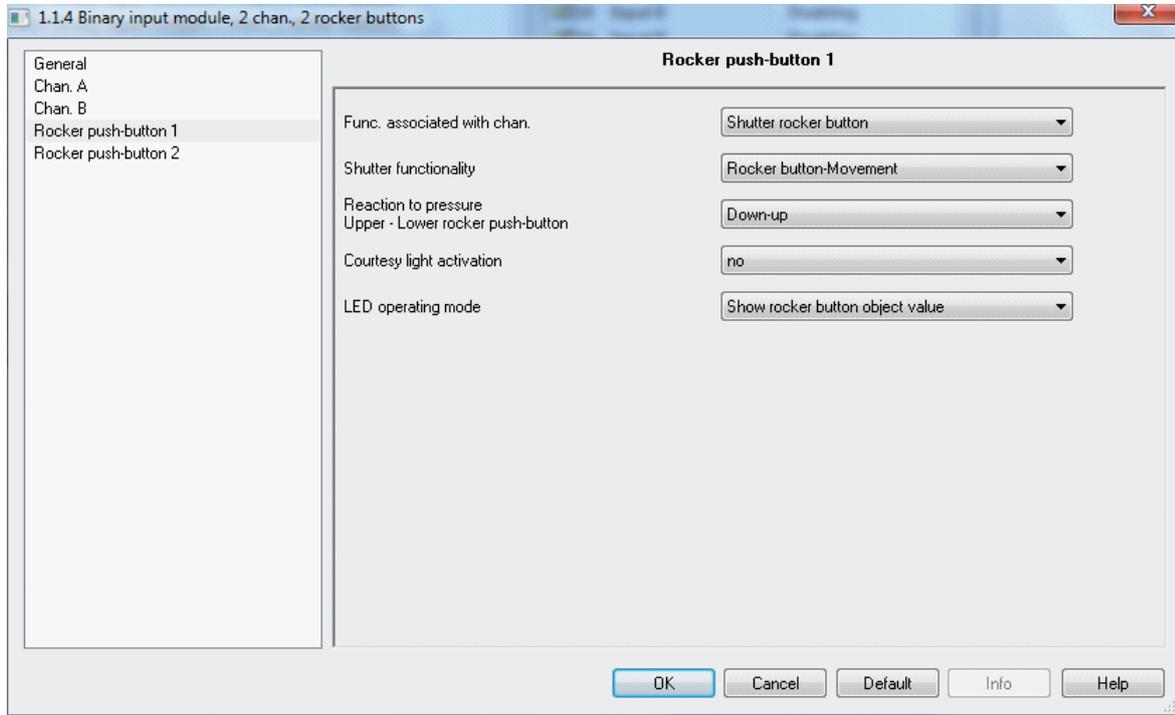
This parameter allows you to switch on the courtesy lights.

#### 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 push-button direct value ("Show rocker push-button object value) or inverted value ("Show rocker push-button object inverted value").

## 2.2.10 Shutter rocker push-button

### 2.2.10.1 Rocker push-button - Standard



#### Shutter functionality

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

- Rocker push-button - Standard;
- Rocker push-button – Movement.

#### Rocker push-button reaction to short pressure Upper – Lower Rocker push-button

It determines device reaction after a short pressure on the upper and lower rocker push-button.

#### Rocker push-button reaction to long pressure Upper – Lower Rocker push-button

It determines device reaction after a long pressure on the upper and lower rocker push-button.

#### Long pressure duration [s]

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

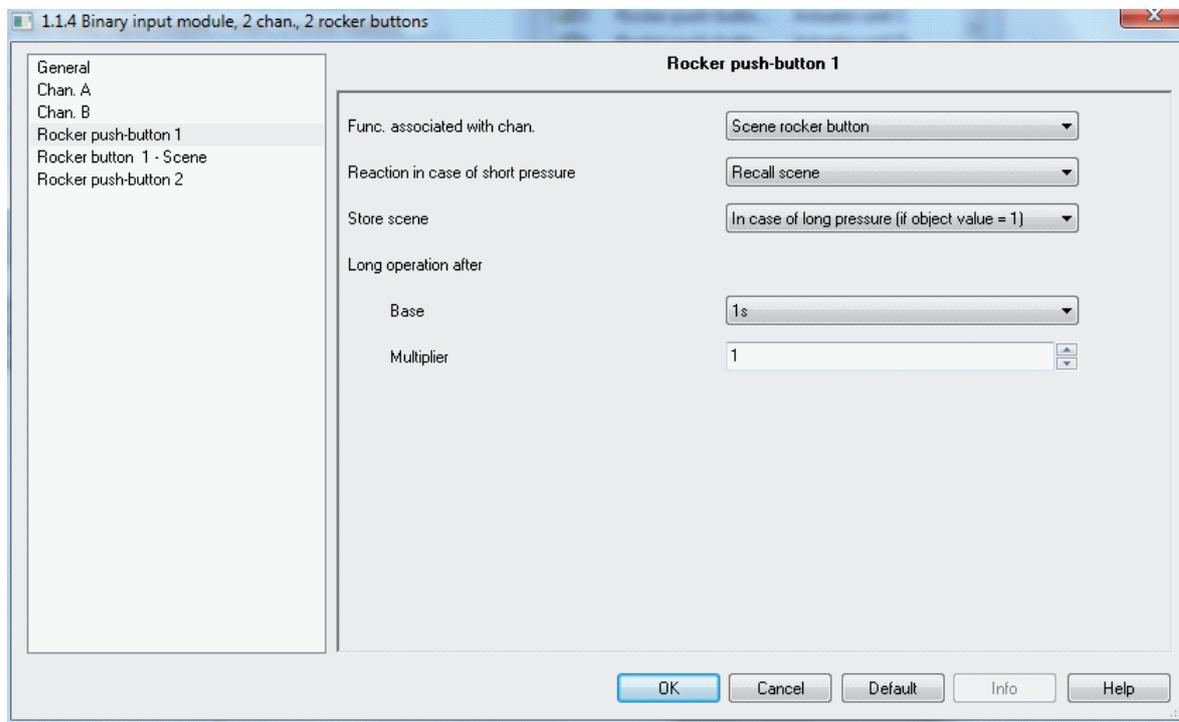
#### Courtesy light activation

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 push-button direct value ("Show rocker push-button object value) or inverted value ("Show rocker push-button object inverted value").

## 2.2.11 Scene rocker push-button

**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.

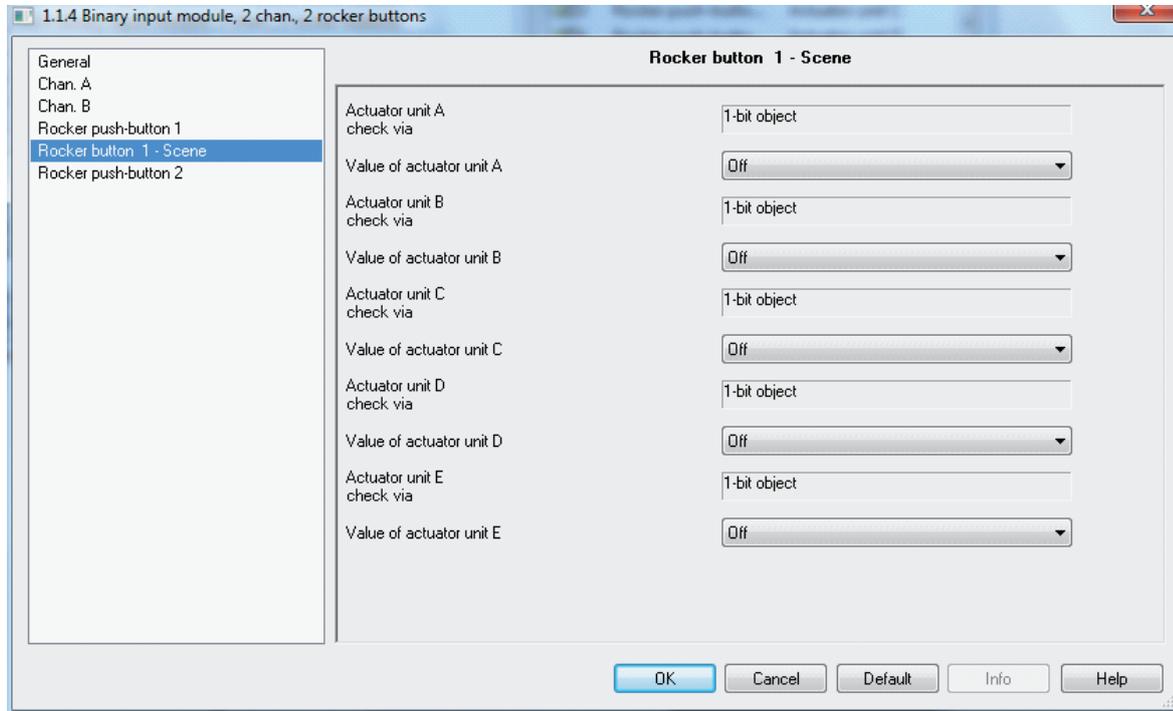
If "With object value = 1" storage is activated as soon as the "Store scene" communication object receives value 1.

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.

## 2.2.11.1 Scene

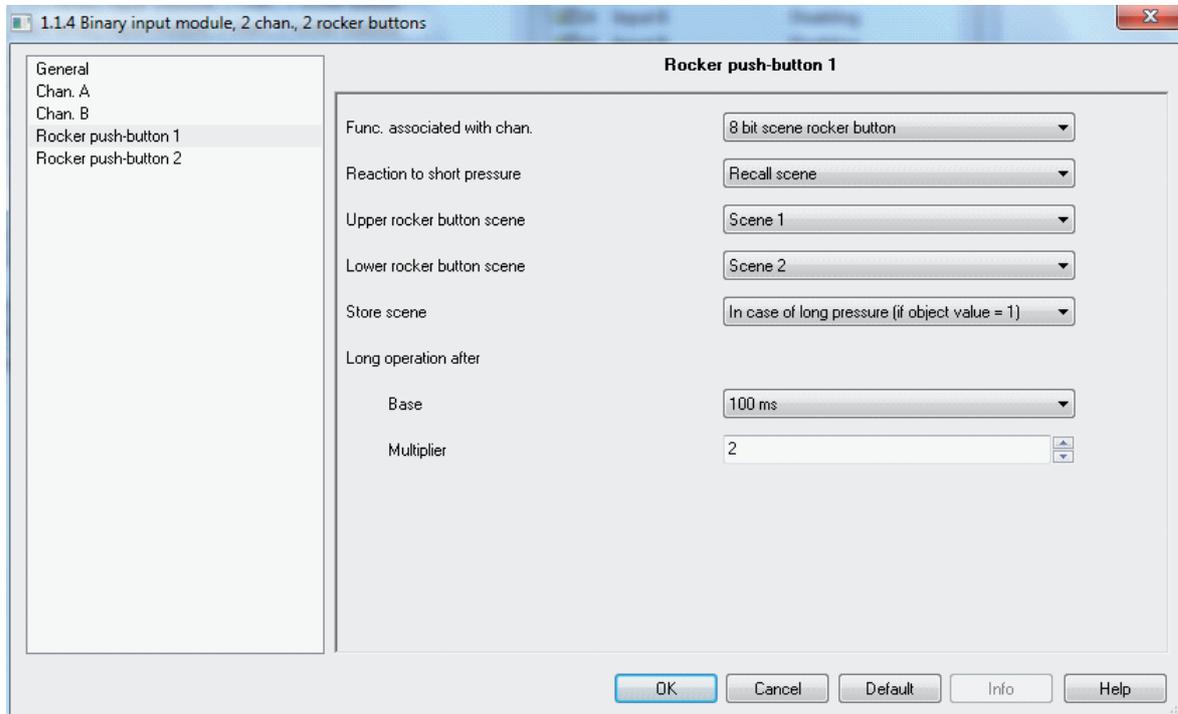
**Actuator unit A/B/C/D/E check via**

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 (ON/OFF).

## 2.2.12 8 bit scene rocker push-button

**Reaction to short pressure**

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

**Upper rocker push-button scene**

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

**Lower rocker push-button scene**

This parameter allows you to choose which scene should be recalled with the short pressure of the lower rocker push-button 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 Sensor On/off

14	Input B	Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
15	Input B	Switching	1 bit	C - W T -	1 bit DPT_Switch	Low
21	Input A	Disabling	1 bit	C - W T U	1 bit DPT_Enable	Low
22	Input A	Switching	1 bit	C - W T -	1 bit DPT_Switch	Low

No.	Function	Object name	Type of datum	Flags
<b>21</b>	<b>Disabling</b>	<b>Input A</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
<b>14</b>	<b>Disabling</b>	<b>Input B</b>	<b>1 bit DPT_Enable</b>	<b>C,W,T,U</b>
<p>The channel circuitry can be blocked or enabled using the communication object.</p> <p>A blocked channel behaves as if there was no input signal. The communication objects of the channel are still available.</p>				
<b>22</b>	<b>Switching</b>	<b>Input A</b>	<b>1 bit DPT_Switch</b>	<b>C,W,T</b>
<b>15</b>	<b>Switching</b>	<b>Input B</b>	<b>1 bit DPT_Switch</b>	<b>C,W,T</b>
<p>Telegram value:</p> <p style="padding-left: 40px;">"0" OFF "1" ON</p> <p>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.</p>				

**3.2 Sensor On/Off - Dimmer**

14	Input B	Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
15	Input B - short	Switching	1 bit	C - W T U	1 bit DPT_Switch	Low
16	Input B	Relative dimming	4 bit	C - W T -	3 bit controlled DP...	Low
21	Input A	Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
22	Input A - short	Switching	1 bit	C - W T U	1 bit DPT_Switch	Low
23	Input A	Relative dimming	4 bit	C - W T U	3 bit controlled DP...	Low

No.	Function	Object name	Type of datum	Flags
<b>22</b>	<b>Switching</b>	<b>Input A - short</b>	<b>1 bit DPT_Switch</b>	<b>C,W,T,U</b>
<b>15</b>	<b>Switching</b>	<b>Input B - short</b>	<b>1 bit DPT_Switch</b>	<b>C,W,T,U</b>
Telegram value: "0" OFF "1" ON  This communication object is only visible if the "Switching and adjustment" value has been set in the Dimmer functionality parameter. With a short operation the object value can be switched to ON, OFF or Switching, according to the parameter. With Switching the previous value, for example "1", is directly switched to value "0".				
<b>14</b>	<b>Disabling</b>	<b>Input A</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
<b>21</b>	<b>Disabling</b>	<b>Input B</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
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.				
<b>23</b>	<b>Relative dimming</b>	<b>Input A</b>	<b>4 bit DPT_Control_Dimming</b>	<b>C,W,T</b>
<b>16</b>	<b>Relative dimming</b>	<b>Input B</b>	<b>4 bit DPT_Control_Dimming</b>	<b>C,W,T</b>
A long input operation via this communication object causes an adjusting command "BRIGHTER" or "DARKER" to be sent over the bus. At the end of the command a Stop command is sent to the input.				

**3.3 Shutter Sensor**

14	Input B	Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
15	Input B	Shutter up - down	1 bit	C - - T -	1 bit DPT_UpDown	Low
16	Input B	Stop/Louvre up down	1 bit	C - W T U		Low
21	Input A	Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
22	Input A	Shutter up/down	1 bit	C - - T -	1 bit DPT_UpDown	Low
23	Input A	Stop/Louvre up down	1 bit	C - - T -		Low

No.	Function	Object name	Type of datum	Flags
23	<b>Stop/Adjustment Louvre</b>	<b>Input A</b>	<b>1 bit DPT_Step</b>	<b>C,T</b>
16	<b>Stop/Adjustment Louvre</b>	<b>Input B</b>	<b>1 bit DPT_Step</b>	<b>C,W,T,U</b>

Telegram value: "0" Stop / louvres UP  
 "1" Stop / louvres DOWN

This communication object sends a stop command or a louvre adjustment.

21	<b>Disabling</b>	<b>Input A</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
14	<b>Disabling</b>	<b>Input B</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>

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.

22	<b>Shutter up/down</b>	<b>Input A</b>	<b>1 bit DPT_UpDown</b>	<b>C,W,T</b>
15	<b>Shutter up/down</b>	<b>Input B</b>	<b>4 bit DPT_UpDown</b>	<b>C,W,T</b>

This communication object sends a shutter movement control (UP or DOWN) over the bus.

3.4 5 object scene control

14	Input B	Disabling	1 bit	C - W T U	1 bit DPT_Enable	Low
15	Input B	Actuator unit switch teleg A	1 bit	C - W T U	1 bit DPT_Switch	Low
16	Input B	Actuator unit switch teleg B	1 bit	C - W T U	1 bit DPT_Switch	Low
17	Input B	Actuator unit switch teleg C	1 bit	C - W T U	1 bit DPT_Switch	Low
18	Input B	Actuator unit switch teleg D	1 bit	C - W T U	1 bit DPT_Switch	Low
19	Input B	Actuator unit switch teleg E	1 bit	C - W T -	1 bit DPT_Switch	Low
20	Input B	Store scene	1 bit	C - W T -	1 bit DPT_Enable	Low
21	Input A	Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
22	Input A	Actuator unit switch teleg A	1 bit	C - W T U	1 bit DPT_Switch	Low
23	Input A	Actuator unit switch teleg B	1 bit	C - W T U	1 bit DPT_Switch	Low
24	Input A	Actuator unit switch teleg C	1 bit	C - W T U	1 bit DPT_Switch	Low
25	Input A	Actuator unit switch teleg D	1 bit	C - W T U	1 bit DPT_Switch	Low
26	Input A	Actuator unit switch teleg E	1 bit	C - W T U	1 bit DPT_Switch	Low
27	Input A	Store scene	1 bit	C - W T -	1 bit DPT_Enable	Low
14	Input B	Disabling	1 bit	C - W T U	1 bit DPT_Enable	Low
15	Input B	Actuator unit switch teleg A	1 Byte	C - W T U	8 bit unsigned valu...	Low
16	Input B	Actuator unit switch teleg B	1 Byte	C - W T U	8 bit unsigned valu...	Low
17	Input B	Actuator unit switch teleg C	1 Byte	C - W T U		Low
18	Input B	Actuator unit switch teleg D	1 Byte	C - W T U		Low
19	Input B	Actuator unit switch teleg E	1 Byte	C - W T U		Low
20	Input B	Store scene	1 bit	C - W T -	1 bit DPT_Enable	Low
21	Input A	Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
22	Input A	Actuator unit switch teleg A	1 Byte	C - W T U	8 bit unsigned valu...	Low
23	Input A	Actuator unit switch teleg B	1 Byte	C - W T U	8 bit unsigned valu...	Low
24	Input A	Actuator unit switch teleg C	1 Byte	C - W T U		Low
25	Input A	Actuator unit switch teleg D	1 Byte	C - W T U		Low
26	Input A	Actuator unit switch teleg E	1 Byte	C - W T U		Low
27	Input A	Store scene	1 bit	C - W T -	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
14	Disabling	Input A	1 bit DPT_Enable	C,W,T,U
21	Disabling	Input B	1 bit DPT_Enable	C,W,T,U
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.				
22,23,24 25.26	Teleg. Switching Actuator unit A/B/C/D/E	Input A	1 bit DPT_Switch	C,W,T,U
15,16,17 18 19	Teleg. Switching Actuator unit A/B/C/D/E	Input B	1 bit DPT_Switch	C,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 command	
22,23,24 25.26	Teleg. Switching Actuator unit A/B/C/D/E	Input A	1 byte DPT_Unsigned_Counter_value	C,W,T,U
15,16,17 18 19	Teleg. Switching Actuator unit A/B/C/D/E	Input B	1 byte DPT_Unsigned_Counter_value	C,W,T,U
This communication object sends the following values over the bus to fulfil the scene setting.				
1-Byte value [0...255]		EIS 6	DPT 5.010 counter value	

<b>20</b>	<b>Store Scene</b>	<b>Input A</b>	<b>1 bit DPT_Enable</b>	<b>C,W,T</b>
<b>27</b>	<b>Store Scene</b>	<b>Input B</b>	<b>1 bit DPT_Enable</b>	<b>C,W,T</b>

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 scene control**

14	Input B	Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
15	Input B	8 bit scene	1 Byte	C - W T U		Low
20	Input B	Store scene	1 bit	C - W T -	1 bit DPT_Enable	Low
21	Input A	Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
22	Input A	8 bit scene	1 Byte	C - W T -		Low
27	Input A	Store scene	1 bit	C - W T -	1 bit DPT_Switch	Low

No.	Function	Object name	Type of datum	Flags
14	Disabling	Input A	1 bit DPT_Enable	C,W
21	Disabling	Input B	1 bit DPT_Enable	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.

22	8 bit scene	Input A	1 byte DPT_Unsigned_Counter_value	C,W,T
15	8 bit scene	Input B	1 byte DPT_Unsigned_Counter_value	C,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 command

20	Store Scene	Input A	1 bit DPT_Enable	C,W,T
27	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

3.6 Forced operation value

3.6.1 Distinction

14	Input B	Input B: Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
15	Input B - short	Forced oper. value telegram	2 bit	C - - T -	1 bit controlled DP...	Low
16	Input B - Long	Forced oper. value telegram	2 bit	C - - T -	1 bit controlled DP...	Low
21	Input A	Input A: Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
22	Input A - short	Forced oper. value telegram	2 bit	C - - T -	1 bit controlled DP...	Low
23	Input A - Long	Forced oper. value telegram	2 bit	C - - T -	1 bit controlled DP...	Low
14	Input B	Input B: Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
15	Input B - short	Forced oper. value telegram	1 Byte	C - - T -	8 bit unsigned valu...	Low
16	Input B - Long	Forced oper. value telegram	1 Byte	C - - T -	8 bit unsigned valu...	Low
21	Input A	Input A: Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
22	Input A - short	Forced oper. value telegram	1 Byte	C - - T -	8 bit unsigned valu...	Low
23	Input A - Long	Forced oper. value telegram	1 Byte	C - - T -	8 bit unsigned valu...	Low
14	Input B	Input B: Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
15	Input B - short	Forced oper. value telegram	2 Byte	C - - T -	2 byte signed value...	Low
16	Input B - Long	Forced oper. value telegram	2 Byte	C - - T -	2 byte signed value...	Low
21	Input A	Input A: Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
22	Input A - short	Forced oper. value telegram	2 Byte	C - - T -	2 byte signed value...	Low
23	Input A - Long	Forced oper. value telegram	2 Byte	C - - T -	2 byte signed value...	Low
14	Input B	Input B: Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
15	Input B - short	Forced oper. value telegram	2 Byte	C - - T -	2 byte unsigned val...	Low
16	Input B - Long	Forced oper. value telegram	2 Byte	C - - T -	2 byte unsigned val...	Low
21	Input A	Input A: Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
22	Input A - short	Forced oper. value telegram	2 Byte	C - - T -	2 byte unsigned val...	Low
23	Input A - Long	Forced oper. value telegram	2 Byte	C - - T -	2 byte unsigned val...	Low
14	Input B	Input B: Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
15	Input B - short	Forced oper. value telegram	2 Byte	C - - T -	2 byte float value D...	Low
16	Input B - Long	Forced oper. value telegram	2 Byte	C - - T -	2 byte float value D...	Low
21	Input A	Input A: Disabling	1 bit	C - W - -	1 bit DPT_Enable	Low
22	Input A - short	Forced oper. value telegram	2 Byte	C - - T -	2 byte float value D...	Low
23	Input A - Long	Forced oper. value telegram	2 Byte	C - - T -	2 byte float value D...	Low

No.	Function	Object name	Type of datum	Flags
<b>14</b>	<b>Disabling</b>	<b>Input A</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
<b>21</b>	<b>Disabling</b>	<b>Input B</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
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.				
23	Teleg. Forced operation value	Input A-long	1 bit DPT_Switch	C,T
23	Teleg. Forced operation value	Input A-long	2 bit DPT_Switch_Control	C,T
23	Teleg. Forced operation value	Input A-long	1 byte DPT_Value_1_Count	C,T
23	Teleg. Forced operation value	Input A-long	2 byte DPT_Value_2_Count	C,T
23	Teleg. Forced operation value	Input A-long	2 byte DPT_Value_2_Count	C,T
23	Teleg. Forced operation value	Input A-long	2 byte DPT_Value_Temp	C,T
16	Teleg. Forced operation value	Input B-long	1 bit DPT_Switch	C,T
16	Teleg. Forced operation value	Input B-long	2 bit DPT_Switch_Control	C,T
16	Teleg. Forced operation value	Input B-long	1 byte DPT_Value_1_Count	C,T
16	Teleg. Forced operation value	Input B-long	2 byte DPT_Value_2_Count	C,T
16	Teleg. Forced operation value	Input B-long	2 byte DPT_Value_2_Count	C,T
16	Teleg. Forced operation value	Input B-long	2 byte DPT_Value_Temp	C,T
Communication objects that are sent over the bus after a long pressure.				
22	Teleg. Forced operation value	Input A-short	1 bit DPT_Switch	C,T
22	Teleg. Forced operation value	Input A-short	2 bit DPT_Switch_Control	C,T
22	Teleg. Forced operation value	Input A-short	1 byte DPT_Value_1_Count	C,T
22	Teleg. Forced operation value	Input A-short	2 byte DPT_Value_2_Count	C,T
22	Teleg. Forced operation value	Input A-short	2 byte DPT_Value_2_Count	C,T
22	Teleg. Forced operation value	Input A-short	2 byte DPT_Value_Temp	C,T
15	Teleg. Forced operation value	Input B-short	1 bit DPT_Switch	C,T
15	Teleg. Forced operation value	Input B-short	2 bit DPT_Switch_Control	C,T
15	Teleg. Forced operation value	Input B-short	1 byte DPT_Value_1_Count	C,T
15	Teleg. Forced operation value	Input B-short	2 byte DPT_Value_2_Count	C,T
15	Teleg. Forced operation value	Input B-short	2 byte DPT_Value_2_Count	C,T
15	Teleg. Forced operation value	Input B-short	2 byte DPT_Value_Temp	C,T
Communication objects that are sent over the bus after a short pressure.				

3.6.2 No distinction

Number	Name	Object Function	Descri...	Leng...	Group Addr...	C	R	W	T	U	Data Type	Priority
14	Input B	Input B: Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
15	Input B	Forced oper. value telegram		2 bit		C	-	-	T	-	1 bit controlled DPT_Switch_Control	Low
21	Input A	Input A: Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
22	Input A	Forced oper. value telegram		2 bit		C	-	-	T	-	1 bit controlled DPT_Switch_Control	Low
14	Input B	Input B: Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
15	Input B	Forced oper. value telegram		1 Byte		C	-	-	T	-	8 bit unsigned value DPT_Value_1_Uco...	Low
21	Input A	Input A: Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
22	Input A	Forced oper. value telegram		1 Byte		C	-	-	T	-	8 bit unsigned value DPT_Value_1_Uco...	Low
14	Input B	Input B: Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
15	Input B	Forced oper. value telegram		2 Byte		C	-	-	T	-	2 byte unsigned value DPT_Value_2_U...	Low
21	Input A	Input A: Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
22	Input A	Forced oper. value telegram		2 Byte		C	-	-	T	-	2 byte unsigned value DPT_Value_2_U...	Low
14	Input B	Input B: Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
15	Input B	Forced oper. value telegram		2 Byte		C	-	-	T	-	2 byte signed value DPT_Value_2_Count	Low
21	Input A	Input A: Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
22	Input A	Forced oper. value telegram		2 Byte		C	-	-	T	-	2 byte signed value DPT_Value_2_Count	Low
14	Input B	Input B: Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
15	Input B	Forced oper. value telegram		2 Byte		C	-	-	T	-	2 byte float value DPT_Value_Temp	Low
21	Input A	Input A: Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
22	Input A	Forced oper. value telegram		2 Byte		C	-	-	T	-	2 byte float value DPT_Value_Temp	Low

No.	Function	Object name	Type of datum	Flags
14	<b>Disabling</b>	<b>Input A</b>	<b>1 bit DPT_Enable</b>	C,W, T
21	<b>Disabling</b>	<b>Input B</b>	<b>1 bit DPT_Enable</b>	C,W, T, U

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.

15	Teleg. Forced operation value	Input A	1 bit DPT_Switch	C,W, T
15	Teleg. Forced operation value	Input A	2 bit DPT_Switch_Control	C,W, T
15	Teleg. Forced operation value	Input A	1 byte DPT_Value_1_Count	C,W, T
15	Teleg. Forced operation value	Input A	2 byte DPT_Value_2_Count	C,W, T
15	Teleg. Forced operation value	Input A	2 byte DPT_Value_2_Count	C,W, T
15	Teleg. Forced operation value	Input A	2 byte DPT_Value_Temp	C,W, T
8	Teleg. Forced operation value	Input B	1 bit DPT_Switch	C,W, T
8	Teleg. Forced operation value	Input B	2 bit DPT_Switch_Control	C,W, T
8	Teleg. Forced operation value	Input B	1 byte DPT_Value_1_Count	C,W, T
8	Teleg. Forced operation value	Input B	2 byte DPT_Value_2_Count	C,W, T
8	Teleg. Forced operation value	Input B	2 byte DPT_Value_2_Count	C,W, T
8	Teleg. Forced operation value	Input B	2 byte DPT_Value_Temp	C,W, T

Communication objects that are sent over the bus after a pressure.

### 3.7 Rocker push-button 1/2

#### 3.7.1 Switching rocker push-button

Number	Name	Object Function	Descri...	Leng...	Group Addre...	C	R	W	T	U	Data Type	Priority
0	Rocker push-button 1	Disabling		1 bit		C	-	W	T	-	1 bit DPT_Enable	Low
1	Rocker push-button 1	Switching		1 bit		C	-	W	T	-	1 bit DPT_Switch	Low
7	Rocker push-button 2	Disabling		1 bit		C	-	W	T	U	1 bit DPT_Enable	Low
8	Rocker push-button 2	Switching		1 bit		C	-	W	T	-	1 bit DPT_Switch	Low
32	Rocker push-button 1	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
33	Rocker push-button 2	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
<b>0</b>	<b>Disabling</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Enable</b>	<b>C,W,T</b>
<b>7</b>	<b>Disabling</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Enable</b>	<b>C,W,T</b>

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.

No.	Function	Object name	Type of datum	Flags
<b>1</b>	<b>Switching</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Switch</b>	<b>C,W,T</b>
<b>8</b>	<b>Switching</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Switch</b>	<b>C,W,T</b>

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.

No.	Function	Object name	Type of datum	Flags
<b>32</b>	<b>Disabling LED</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
<b>33</b>	<b>Disabling LED</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>

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.

3.7.2 Switching rocker push-button

Number	Name	Object Function	Descri...	Leng...	Group Addre...	C	R	W	T	U	Data Type	Priority
0	Rocker push-button 1	Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
1	Rocker push-button 1	Upper rocker button -Swit...		1 bit		C	-	W	T	-	1 bit DPT_Switch	Low
2	Rocker push-button 1	Lower rocker button -Swit...		1 bit		C	-	W	T	-	1 bit DPT_Switch	Low
7	Rocker push-button 2	Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
8	Rocker push-button 2	Upper rocker button -Swit...		1 bit		C	-	W	T	U	1 bit DPT_Switch	Low
9	Rocker push-button 2	Lower rocker button -Swit...		1 bit		C	-	W	T	-	1 bit DPT_Switch	Low
32	Rocker push-button 1	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
33	Rocker push-button 2	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
0	<b>Disabling</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
7	<b>Disabling</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>

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	<b>Rocker push-button Upper Switching</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Switch</b>	<b>C,W,T</b>
8	<b>Rocker push-button Upper Switching</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Switch</b>	<b>C,W,T</b>

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	<b>Rocker push-button Lower Switching</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Switch</b>	<b>C,W,T</b>
9	<b>Rocker push-button Lower Switching</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Switch</b>	<b>C,W,T</b>

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.

32	<b>Disabling LED</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
33	<b>Disabling LED</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>

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.

## 3.7.3 Dimmer rocker push-button

Number	Name	Object Function	Descri...	Leng...	Group Addre...	C	R	W	T	U	Data Type	Priority
0	Rocker push-button 1	Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
1	Rocker push-button 1	Switching		1 bit		C	-	W	T	-	1 bit DPT_Switch	Low
2	Rocker push-button 1	Relative dimming		4 bit		C	-	W	T	-	3 bit controlled DPT_Control_Dim...	Low
7	Rocker push-button 2	Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
8	Rocker push-button 2	Switching		1 bit		C	-	W	T	-	1 bit DPT_Switch	Low
9	Rocker push-button 2	Relative dimming		4 bit		C	-	W	T	-	3 bit controlled DPT_Control_Dim...	Low
32	Rocker push-button 1	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
33	Rocker push-button 2	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
0	Disabling	Rocker push-button 1	1 bit DPT_Enable	C,W
7	Disabling	Rocker push-button 2	1 bit DPT_Enable	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. Communication objects of the channel are still available.

No.	Function	Object name	Type of datum	Flags
1	Switching	Rocker push-button 1	1 bit DPT_Switch	C,W,T
8	Switching	Rocker push-button 2	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.

No.	Function	Object name	Type of datum	Flags
2	Relative dimming	Rocker push-button 1	1 bit DPT_Switch	C,W,T
9	Relative dimming	Rocker push-button 2	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.

No.	Function	Object name	Type of datum	Flags
32	Disabling LED	Rocker push-button 1	1 bit DPT_Enable	C,W
33	Disabling LED	Rocker push-button 2	1 bit DPT_Enable	C,W

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.

## 3.7.4 Shutter rocker push-button

Number	Name	Object Function	Descri...	Leng...	Group Addre...	C	R	W	T	U	Data Type	Priority
0	Rocker push-button 1	Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
1	Rocker push-button 1	Shutter up - down		1 bit		C	-	-	T	-	1 bit DPT_UpDown	Low
2	Rocker push-button 1	Stop/Louvre up-down		1 bit		C	-	-	T	-	8 bit unsigned value DPT_Value_1...	Low
7	Rocker push-button 2	Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
8	Rocker push-button 2	Shutter Up/Down		1 bit		C	-	-	T	-	1 bit DPT_UpDown	Low
9	Rocker push-button 2	Stop/Louvre up down		1 bit		C	-	W	T	U	8 bit unsigned value DPT_Value_1...	Low
32	Rocker push-button 1	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
33	Rocker push-button 2	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
0	<b>Disabling</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
7	<b>Disabling</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>

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	<b>Shutter up-down</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_UpDown</b>	<b>C,T</b>
8	<b>Shutter up-down</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_UpDown</b>	<b>C,T</b>

This communication object sends a shutter movement control (UP or DOWN) over the bus.

2	<b>Stop/Louvre up-down</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Step</b>	<b>C,T</b>
9	<b>Stop/Louvre up-down</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Step</b>	<b>C,T</b>

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.

32	<b>Disabling LED</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
33	<b>Disabling LED</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>

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.

3.7.5 Scene rocker push-button

Number	Name	Object Function	Descri...	Leng...	Group Addr...	C	R	W	T	U	Data Type	Priority
0	Rocker push-button 1	Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
1	Rocker push-button 1	Actuator unit A		1 bit		C	-	W	T	U	1 bit DPT_Switch	Low
2	Rocker push-button 1	Actuator unit B		1 bit		C	-	W	T	U	1 bit DPT_Switch	Low
3	Rocker push-button 1	Actuator unit C		1 bit		C	-	W	T	U	1 bit DPT_Switch	Low
4	Rocker push-button 1	Actuator unit D		1 bit		C	-	W	T	U	1 bit DPT_Switch	Low
5	Rocker push-button 1	Actuator unit E		1 bit		C	-	W	T	U	1 bit DPT_Switch	Low
6	Rocker push-button 1	Store scene		1 bit		C	-	W	T	U	1 bit DPT_Enable	Low
7	Rocker push-button 2	Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
8	Rocker push-button 2	Actuator unit A		1 bit		C	-	W	T	U	1 bit DPT_Switch	Low
9	Rocker push-button 2	Actuator unit B		1 bit		C	-	W	T	U	1 bit DPT_Switch	Low
10	Rocker push-button 2	Actuator unit C		1 bit		C	-	W	T	U	1 bit DPT_Switch	Low
11	Rocker push-button 2	Actuator unit D		1 bit		C	-	W	T	U	1 bit DPT_Switch	Low
12	Rocker push-button 2	Actuator unit E		1 bit		C	-	W	T	-	1 bit DPT_Switch	Low
13	Rocker push-button 2	Store scene		1 bit		C	-	W	T	U	1 bit DPT_Enable	Low
32	Rocker push-button 1	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
33	Rocker push-button 2	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
0	<b>Disabling</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
7	<b>Disabling</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>

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.

<b>1,2,3 4,5</b>	<b>Actuator unit A/B/C/D/E</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT Switch</b>	<b>C,W,T,U</b>
<b>8,9,10 11,12</b>	<b>Actuator unit A/B/C/D/E</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT Switch</b>	<b>C,W</b>

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	
<b>6</b>	<b>Store scene</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT Enable</b>	<b>C,W,T,U</b>
<b>13</b>	<b>Store scene</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT Enable</b>	<b>C,W,T,U</b>

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.

<b>32</b>	<b>Disabling LED</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
<b>33</b>	<b>Disabling LED</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>

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.

3.7.6 8 bit scene rocker push-button

Number	Name	Object Function	Descri...	Leng...	Group Addre...	C	R	W	T	U	Data Type	Priority
0	Rocker push-button 1	Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
1	Rocker push-button 1	8 bit scene		1 Byte		C	-	W	T	U		Low
6	Rocker push-button 1	Store scene		1 bit		C	-	W	T	U	1 bit DPT_Enable	Low
7	Rocker push-button 2	Disabling		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
8	Rocker push-button 2	8 bit scene		1 Byte		C	-	W	T	U		Low
13	Rocker push-button 2	Store scene		1 bit		C	-	W	T	U	1 bit DPT_Enable	Low
32	Rocker push-button 1	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
33	Rocker push-button 2	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
0	Disabling	Rocker push-button 1	1 bit DPT_Enable	C,W
7	Disabling	Rocker push-button 2	1 bit DPT_Enable	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. Communication objects of the channel are still available.

1	8 bit scene	Rocker push-button 1	1 byte DPT_Unsigned_Counter_value	C,W,T
8	8 bit scene	Rocker push-button 2	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	1 bit DPT Enable	C,W,T,U
13	Store scene	Rocker push-button 2	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.

32	Disabling LED	Rocker push-button 1	1 bit DPT_Enable	C,W
33	Disabling LED	Rocker push-button 2	1 bit DPT_Enable	C,W

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.

## 3.7.7 Direct LED management

Number	Name	Object Function	Descri...	Leng...	Group Addre...	C	R	W	T	U	Data Type	Priority
28	Rocker push-button 1	Upper LED		1 bit		C	-	W	-	-	1 bit DPT_Switch	Low
29	Rocker push-button 1	Lower LED		1 bit		C	-	W	-	-	1 bit DPT_Switch	Low
30	Rocker push-button 2	Upper LED		1 bit		C	-	W	-	-	1 bit DPT_Switch	Low
31	Rocker push-button 2	Lower LED		1 bit		C	-	W	-	-	1 bit DPT_Switch	Low
32	Rocker push-button 1	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low
33	Rocker push-button 2	Disabling LED		1 bit		C	-	W	-	-	1 bit DPT_Enable	Low

No.	Function	Object name	Type of datum	Flags
28	<b>Upper LED</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT Switch</b>	<b>C,W</b>
30	<b>Upper LED</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT Switch</b>	<b>C,W</b>

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.

29	<b>Lower LED</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT Switch</b>	<b>C,W</b>
31	<b>Lower LED</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT Switch</b>	<b>C,W</b>

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.

32	<b>Disabling LED</b>	<b>Rocker push-button 1</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>
33	<b>Disabling LED</b>	<b>Rocker push-button 2</b>	<b>1 bit DPT_Enable</b>	<b>C,W</b>

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 n.	7	6	5	4	3	2	1	0	Scenario numero	Richiamare (A)/ Memorizzare (S)
0	00	0	0	0	0	0	0	0	1	A
1	01	0	0	0	0	0	0	1	2	A
2	02	0	0	0	0	0	1	0	3	A
3	03	0	0	0	0	0	1	1	4	A
4	04	0	0	0	0	1	0	0	5	A
5	05	0	0	0	0	1	0	1	6	A
6	06	0	0	0	0	1	1	0	7	A
7	07	0	0	0	0	1	1	1	8	A
8	08	0	0	0	1	0	0	0	9	A
9	09	0	0	0	1	0	0	1	10	A
10	0A	0	0	0	1	0	1	0	11	A
11	0B	0	0	0	1	0	1	1	12	A
12	0C	0	0	0	1	1	0	0	13	A
13	0D	0	0	0	1	1	0	1	14	A
14	0E	0	0	0	1	1	1	0	15	A
15	0F	0	0	0	1	1	1	1	16	A
16	10	0	0	1	0	0	0	0	17	A
17	11	0	0	1	0	0	0	1	18	A
18	12	0	0	1	0	0	1	0	19	A
19	13	0	0	1	0	0	1	1	20	A
20	14	0	0	1	0	1	0	0	21	A
21	15	0	0	1	0	1	0	1	22	A
22	16	0	0	1	0	1	1	0	23	A
23	17	0	0	1	0	1	1	1	24	A
24	18	0	0	1	1	0	0	0	25	A
25	19	0	0	1	1	0	0	1	26	A
26	1A	0	0	1	1	0	1	0	27	A
27	1B	0	0	1	1	0	1	1	28	A
28	1C	0	0	1	1	1	0	0	29	A
29	1D	0	0	1	1	1	0	1	30	A
30	1E	0	0	1	1	1	1	0	31	A
31	1F	0	0	1	1	1	1	1	32	A
32	20	0	1	0	0	0	0	0	33	A
33	21	0	1	0	0	0	0	1	34	A
34	22	0	1	0	0	0	1	0	35	A
35	23	0	1	0	0	1	1	1	36	A
36	24	0	1	0	0	1	0	0	37	A
37	25	0	1	0	0	1	0	1	38	A
38	26	0	1	0	0	1	1	0	39	A
39	27	0	1	0	0	1	1	1	40	A
40	28	0	1	0	1	0	0	0	41	A
41	29	0	1	0	1	0	0	1	42	A
42	2A	0	1	0	1	0	1	0	43	A
43	2B	0	1	0	1	0	1	1	44	A
44	2C	0	1	0	1	1	0	0	45	A
45	2D	0	1	0	1	1	0	1	46	A
46	2E	0	1	0	1	1	1	0	47	A
47	2F	0	1	0	1	1	1	1	48	A
48	30	0	1	1	0	0	0	0	49	A
49	31	0	1	1	0	0	0	1	50	A
50	32	0	1	1	0	0	1	0	51	A
51	33	0	1	1	0	0	1	1	52	A
52	34	0	1	1	0	1	0	0	53	A
53	35	0	1	1	0	1	0	1	54	A
54	36	0	1	1	0	1	1	0	55	A
55	37	0	1	1	0	1	1	1	56	A
56	38	0	1	1	1	0	0	0	57	A
57	39	0	1	1	1	0	0	1	58	A
58	3A	0	1	1	1	0	1	0	59	A
59	3B	0	1	1	1	0	1	1	60	A
60	3C	0	1	1	1	1	0	0	61	A
61	3D	0	1	1	1	1	0	1	62	A
62	3E	0	1	1	1	1	1	0	63	A
63	3F	0	1	1	1	1	1	1	0	A
128	80	1	0	0	0	0	0	0	1	S
129	81	1	0	0	0	0	0	1	2	S
130	82	1	0	0	0	0	1	0	3	S
131	83	1	0	0	0	0	1	1	4	S
132	84	1	0	0	0	1	0	0	5	S
133	85	1	0	0	0	1	0	1	6	S
134	86	1	0	0	0	1	1	0	7	S
135	87	1	0	0	0	1	1	1	8	S
136	88	1	0	0	0	1	0	0	9	S
137	89	1	0	0	0	1	0	1	10	S
138	8A	1	0	0	0	1	0	1	11	S
139	8B	1	0	0	0	1	0	1	12	S
140	8C	1	0	0	0	1	1	0	13	S
141	8D	1	0	0	0	1	1	0	14	S
142	8E	1	0	0	0	1	1	1	15	S
143	8F	1	0	0	0	1	1	1	16	S
144	90	1	0	0	1	0	0	0	17	S
145	91	1	0	0	1	0	0	1	18	S
146	92	1	0	0	1	0	0	1	19	S
147	93	1	0	0	1	0	0	1	20	S
148	94	1	0	0	1	0	1	0	21	S
149	95	1	0	0	1	0	1	0	22	S
150	96	1	0	0	1	0	1	1	23	S
151	97	1	0	0	1	0	1	1	24	S
152	98	1	0	0	1	1	0	0	25	S
153	99	1	0	0	1	1	0	1	26	S

Bit n.	7	6	5	4	3	2	1	0	Scenario numero	Richiamare (A)/ Memorizzare (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	1	0	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

# Contact us

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from Monday to Saturday  
from 9.00 to 19.00

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