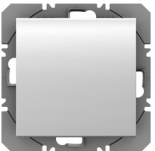



- ▲ Manufacturers
- ▲ Berker
- ▲ RF devices
- ▲ Sensors

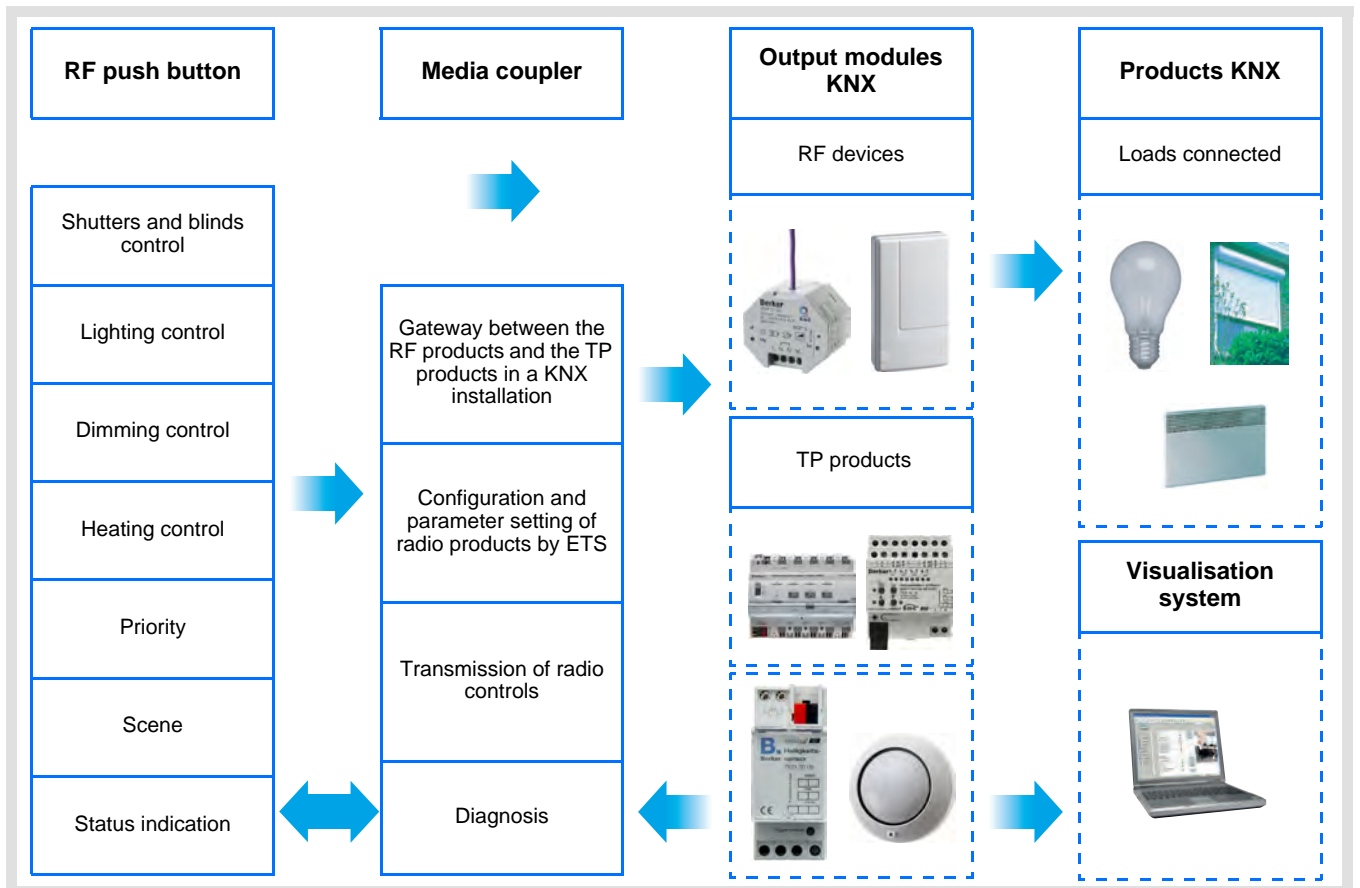
**application software**

Input products / ON / OFF output / RF dimmer

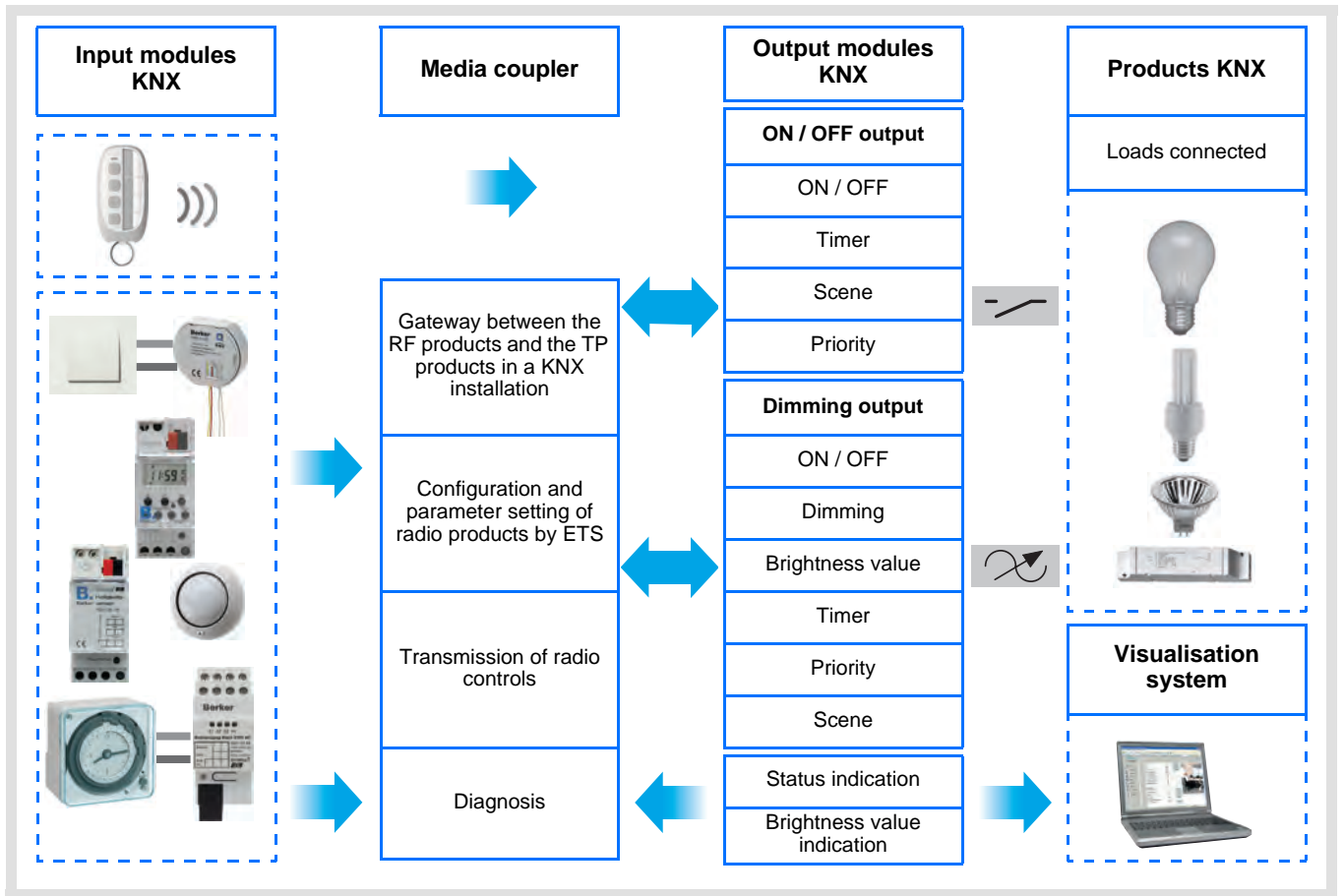
Electrical / Mechanical characteristics: see product user manual

	Product reference	Product designation	TP device RF devices
	8514 51 xx	<b>Control module</b> 1-fold push button lighting RF	
	8514 61 xx	2-fold push button lighting RF	☺☺
	8564 81 xx	4-fold push button lighting RF	☺☺☺☺
	8512 12 00	<b>Power module</b> 1 changeover output	
	8512 11 00	1 changeover output	
	8512 22 00	2 changeover outputs	
	8542 11 00	1 dimmer output	■
	8542 12 00	1 dimmer output	■
	8542 21 00	2 dimmer outputs	■ ■
	8502 01 00	Power supply	

Inputs



ON / OFF output and Dimming





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## 1. Description of the system

### 1.1 General overview

All radio transmitters referred to in this document are radio quicklink  products. They can be recognised by the configuration **cfg** push button with which they are all equipped. Quicklink  indicates the configuration without tools mode.

These products can also be configured in E mode by the USB configurer or in S mode by ETS via the media coupler.

This document describes the configuration principle with the ETS software via the media coupler and the functions available in this mode.

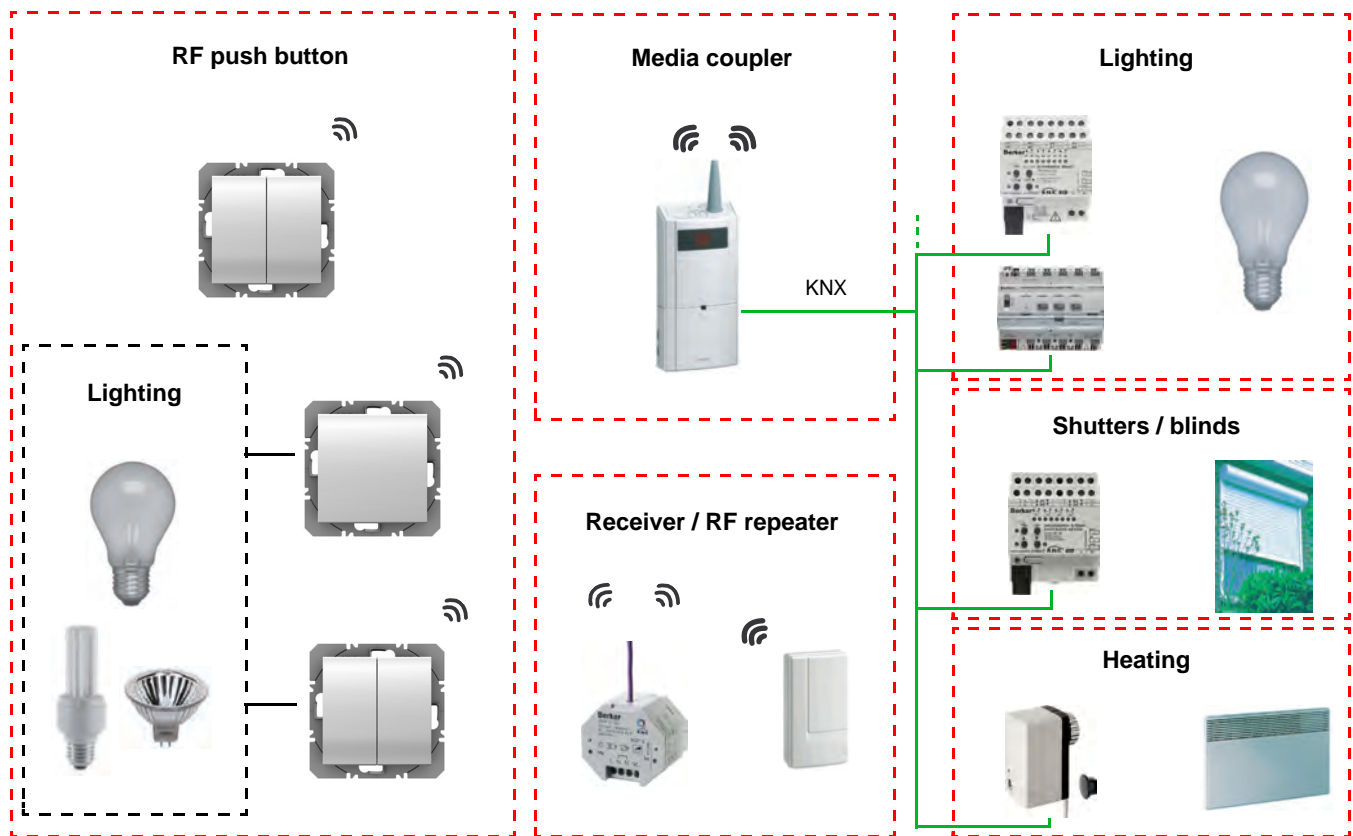
Within the same installation, a single configuration mode may be used.

**To re-use a product which has already been programmed in another installation, whatever the configuration mode, a factory reset must be performed on the product.**

#### Specifics for quicklink radio transmitters:

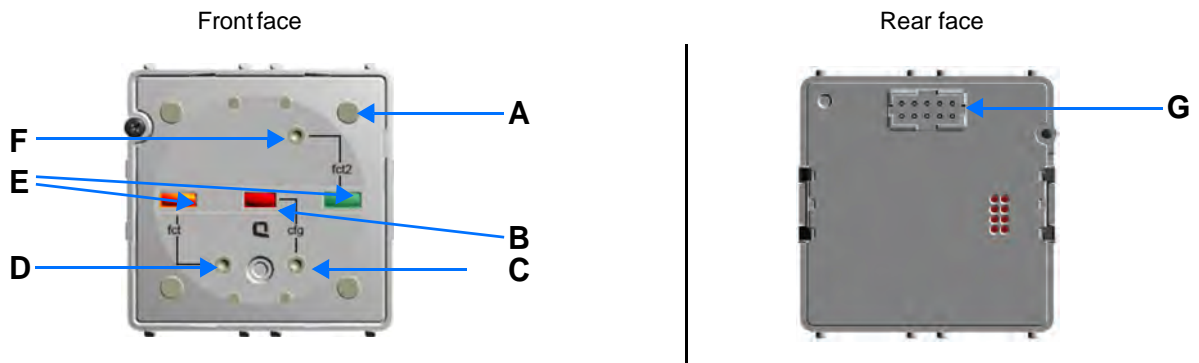
Pressing the **cfg** button activates configuration mode. In this mode, the dialogue product is bi-directional. For numbering or programming operations, it will therefore no longer be necessary to bring the transmitters to be configured up to the media coupler. It is only necessary to remain within radio range.

### 1.2 General outline



### 1.3 Description of the product

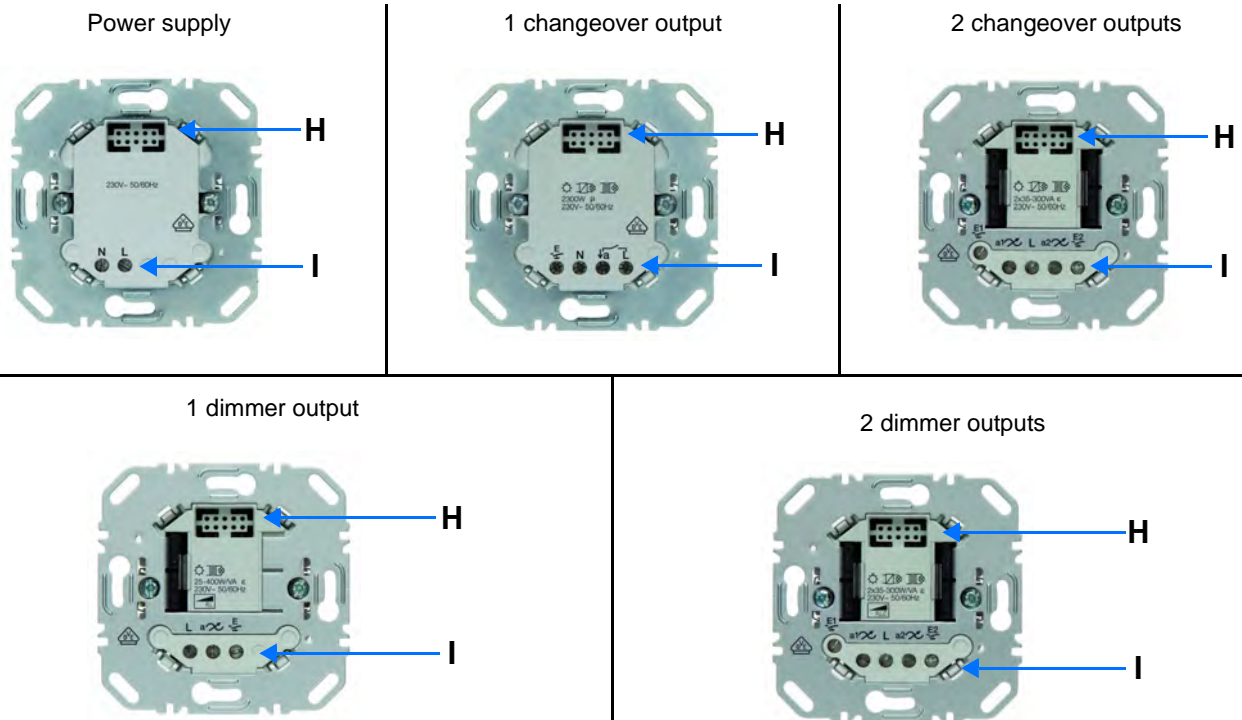
- Control module



- A: Button
- B: Configuration LED
- C: Configuration button
- D: Function button 1
- E: Function 1 and 2 LED
- F: Function button 2

- G: Connector

- Power module



- H: Connector
- I: Connection terminal block

## 1.4 Compatibility between the control module and the power module

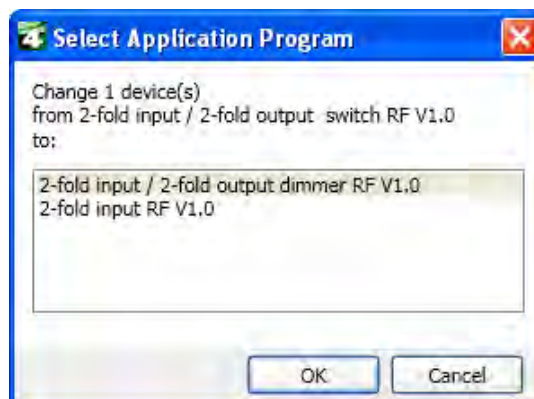
The control modules are not all compatible with all the power modules. The table below shows the possible interconnections between the modules:

Control module \ Power module	8514 51 xx	8514 61 xx	8564 81 xx
8512 12 00 8512 11 00	1-fold push button lighting RF 1 changeover output	X	4-fold push button lighting RF 1 changeover output
8512 22 00	X	2-fold push button lighting RF 2 changeover outputs	4-fold push button lighting RF 2 changeover outputs
8542 11 00 8542 12 00	1-fold push button lighting RF 1 dimmer output	X	4-fold push button lighting RF 1 dimmer output
8542 21 00	X	2-fold push button lighting RF 2 dimmer outputs	4-fold push button lighting RF 2 dimmer outputs
8502 01 00	1-fold push button lighting RF	2-fold push button lighting RF	4-fold push button lighting RF

## 1.5 Choice of application program in ETS

Program selection is compulsory according to the type of combination used.

- Right click on the product in the ETS tree structure, then select **Change the application program...**,



- Select the product.

## 1.6 Function Description

### 1.6.1 Inputs

The radio transmitter application software enables each input to be configured individually. The push buttons are used to control lighting, shutters and blinds, heating, scenes.

The main functions are the following:

#### ■ Emission of commands

The inputs allow commands for lighting, shutters and blinds, heating settings and scenes to be transmitted.

Emission of commands:

- Lighting control
  - Toggle switch, ON, OFF, ON / OFF, Timer
  - 1 button or 2 button dimmer
- Shutters / Blinds control
  - Up, Down, Stop, Slat angle
  - 1 button or 2 button control
- Set point selection (Heating)
  - Comfort, Night set-point, Frost protection, Auto, Standby

#### ■ Scene

The Scene function sends group controls to different kinds of outputs to create ambiences or scenarios.

Example of scene 1: Leaving the house (centralised lighting control OFF, shutters on south side 3 / 4 closed, the other shutters open, heating switched over to Reduced mode).

### 1.6.2 ON / OFF output

The application software allows you to configure individually the outputs.

The main functions are the following:

#### ■ ON / OFF

The ON / OFF function is used to switch a lighting circuit ON or OFF. The command may come from switches, pushbuttons or automatic controls.

#### ■ Status indication

The Status indication function displays the status of the output contact. It allows a Toggle function to be created by sending the status indication to each push button of the group.

#### ■ Timer

The Timer function is used to switch a lighting circuit ON or OFF for an adjustable time. Depending on the operation mode selected, the output may be delayed for ON or OFF switching. The Timer function can be interrupted via a long key press before the time delay expires.

#### ■ Priority

The Priority function allows overriding an output to a definite status, ON or OFF. This command has the highest priority. No other command is taken into account if a priority is active. Only a priority end command re-enables the other commands.

Application: maintaining lighting ON for safety reasons.

#### ■ Scene

The Scene function groups a set of outputs. These outputs can be set to an adjustable predefined status. Pressing a push button activates a scene. Each output can be integrated in 8 different scenes.

### 1.6.3 Dimming output

The software applications are used to configure the output for the Dimming applications.

The main functions are the following:

#### ■ ON / OFF

The ON / OFF function is used to switch the output ON or OFF.

ON: switching on at the level of lighting active the last time the lighting was switched on.

OFF: switching OFF.

The control can come from push buttons.

#### ■ Status indication

The Status indication function displays the status of the output contact. It allows a Toggle function to be created by sending the status indication to each push button of the group.

#### ■ Relative or absolute dimming (Brightness value)

The relative dimming allows increasing or decreasing the lighting level as long as a push button is pressed down. The absolute dimming allows defining in % the lighting level to reach by means of the **Lighting level** object.

#### ■ Timer

The Timer function is used to switch a lighting circuit ON or OFF for an adjustable time. Depending on the operation mode selected, the output may be delayed for ON or OFF switching. The Timer function can be interrupted via a long key press before the time delay expires.

#### ■ Priority

The Priority function allows overriding an output to an adjustable lighting level. This command has the highest priority. No other command is taken into account if a priority is active. Only a priority end command re-enables the other commands.

Application: maintaining lighting ON for safety reasons.

#### ■ Scene

The Scene function groups a set of outputs. These outputs can be set to an adjustable predefined status. Pressing a push button activates a scene.

## 1.7 Hardware and software required for configuration

- Windows PC with the ETS software,  
(Version 3.0f or higher or 4.0.7 or higher. Download and install the update if necessary.)
- Media coupler. The software version must meet the following characteristics:
  - Firmware: > 1.2.5
  - Plug-in: > 1.0.11(Check that you have administrator rights under Windows. If not you will not be able to install the media coupler plug-in.)
- Programming interface.



## 2. Configuration and settings

### 2.1 Inputs

#### 2.1.1 Objects List

Parameters	N°	Name	Function of the object	Length	C	R	W	T
Toggle switch	0	Push button 1	Status indication	1 bit	C	R	W	-
	1	Push button 1	ON / OFF	1 bit	C	R	-	T
ON / OFF	1	Push button 1	ON / OFF	1 bit	C	R	-	T
1-button dimmer	0	Push button 1	Status indication	1 bit	C	R	W	-
	1	Push button 1	ON / OFF	1 bit	C	R	-	T
	4	Push button 1	Dimming	4 bit	C	R	-	T
2-button dimmer	0	Push button 1	Status indication	1 bit	C	R	W	-
	1	Push button 1	ON / OFF	1 bit	C	R	-	T
	4	Push button 1	Dimming	4 bit	C	R	-	T
Shutters / blinds	0	Push button 1	Status indication	1 bit	C	R	W	-
	1	Push button 1	Slat angle / Stop	1 bit	C	R	-	T
	2	Push button 1	Up / Down	1 bit	C	R	-	T
Heating	5	Push button 1	Set point selection	1 byte	C	R	-	T
Scene	5	Push button 1	Scene	1 byte	C	R	-	T
Timer	0	Push button 1	Status indication	1 bit	C	R	W	-
	1	Push button 1	Timer	1 bit	C	R	-	T

The functions of the objects are identical for push buttons 2, 3 and 4 (See chapter 2.2 for the object numbers).

2.1.2 List of object numbers

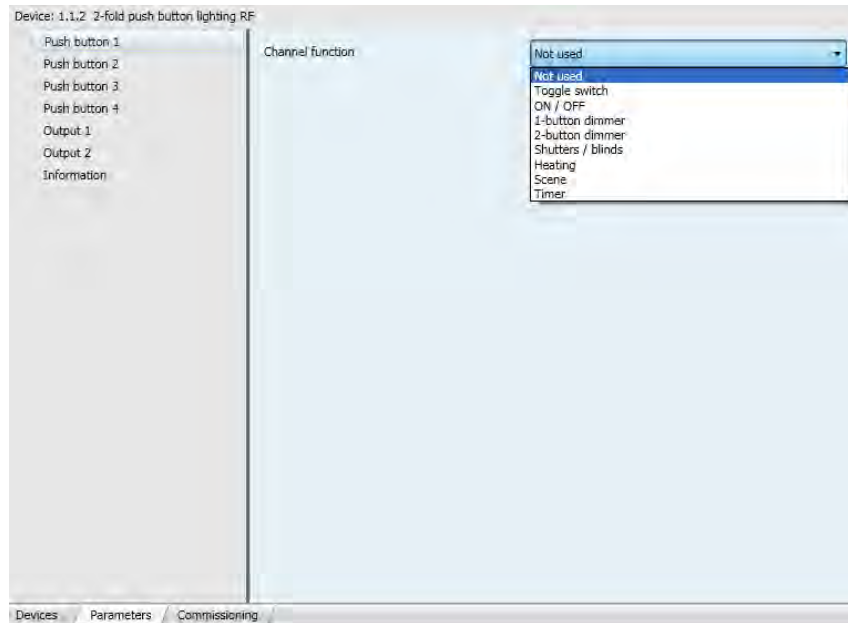
Object	2-fold push button lighting RF 4-fold push button lighting RF				Length
	1-fold push button lighting RF		Number Push button 3	Number Push button 4	
	Number Push button 1	Number Push button 2			
<b>Status indication:</b> Toggle switch 1-button dimmer 2-button dimmer Shutters / blinds Timer	0	6	12	18	1 bit
<b>ON / OFF:</b> Toggle switch ON / OFF 1-button dimmer 2-button dimmer  <b>Slat angle / Stop:</b> Shutters / blinds  <b>Timer:</b> Timer	1	7	13	19	1 bit
<b>Up / Down:</b> Shutters / blinds	2	8	14	20	1 bit
<b>Dimming:</b> 1-button dimmer 2-button dimmer	4	10	16	22	4 bit
<b>Heating:</b> Set point selection  <b>Scene:</b> Scene	5	11	17	23	1 byte

### 2.1.3 Setting parameters

■ Parameter setting: Channel function

The push buttons are used to control lighting, shutters and blinds, heating, scenes.

→ Parameter Setting screen



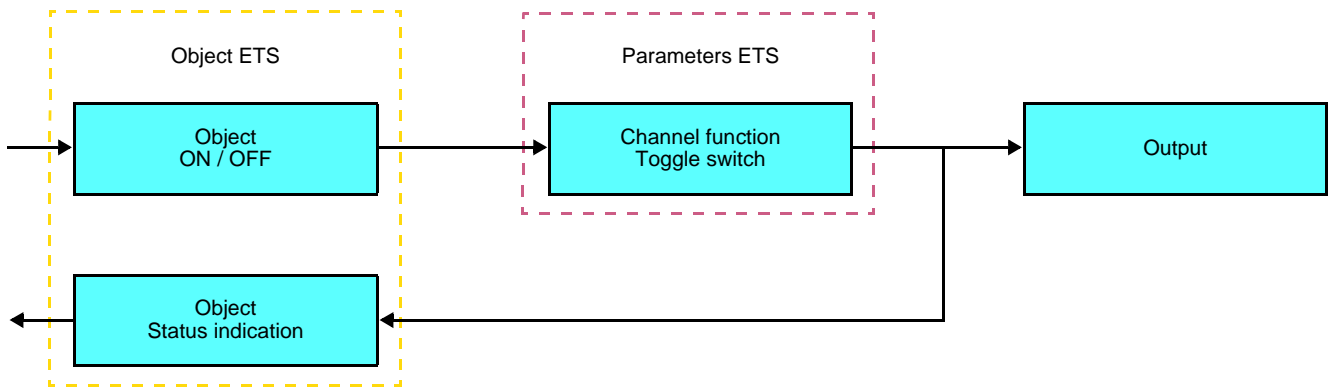
Screen 1

Designation	Description	Value
Channel function	This parameter allows selecting the function associated with each input.	Not used Toggle switch ON / OFF 1-button dimmer 2-button dimmer Shutters / blinds Heating Scene Timer Default value: Not used

■ Channel function: Toggle switch

This function is used to switch the lighting circuit or any other load ON or OFF. Each new key-press modifies the output status.

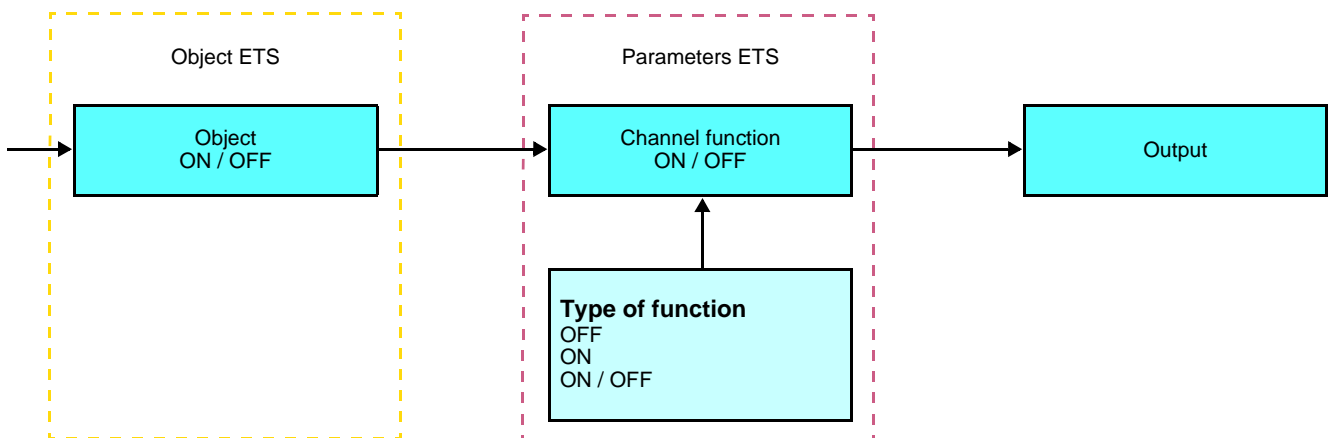
Description: After pressing the connected pushbutton, depending on the **Status indication** object, an **ON or OFF** command will be sent to the bus via the **ON / OFF** object.



■ Channel function: ON / OFF

This function is used to switch the lighting circuit or any other load ON or OFF. The ON or OFF command will be transmitted to the bus via the **ON / OFF** object. The command to be sent (ON or OFF) can be defined in the parameters.

Description:



- ON: Emission of the ON control when the input push button is pressed,
- OFF: Emission of the OFF control when the input push button is pressed,
- ON / OFF: Emission of the ON control when the input push button is pressed and emission of the OFF control when the input push button is released.

■ Channel function: Dimming

This function is used to control lighting circuits using one or two buttons.

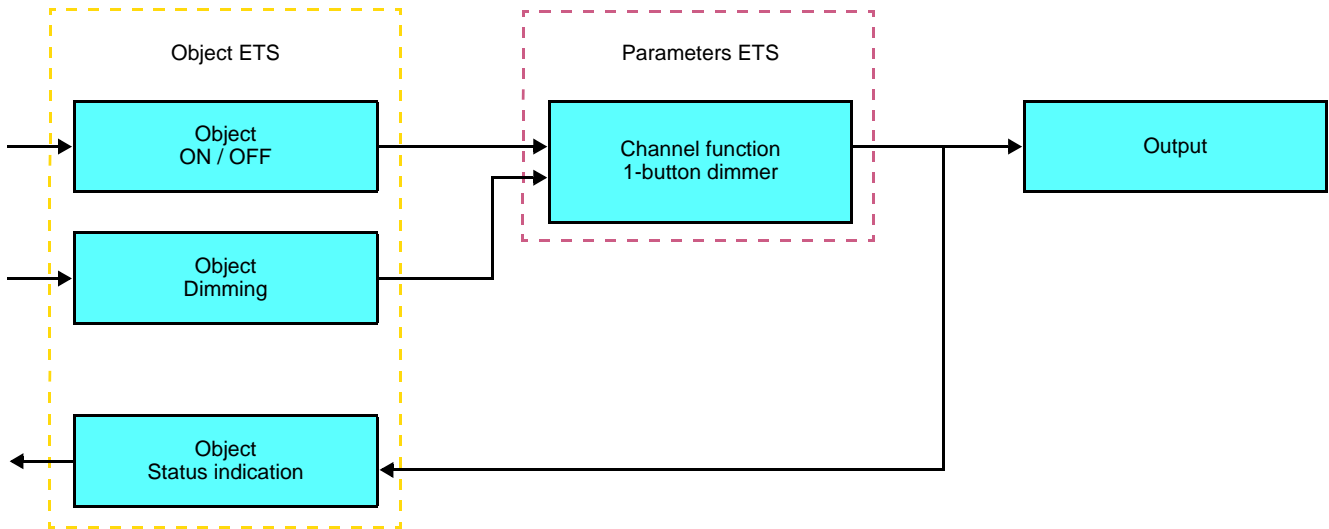
The 1 button dimmer and 2 buttons dimmer functions send the **ON / OFF** object after a short press.

A long press send the **Dimmer** object.

Description: There are 2 different function types: 1-button dimmer or 2-button dimmer.

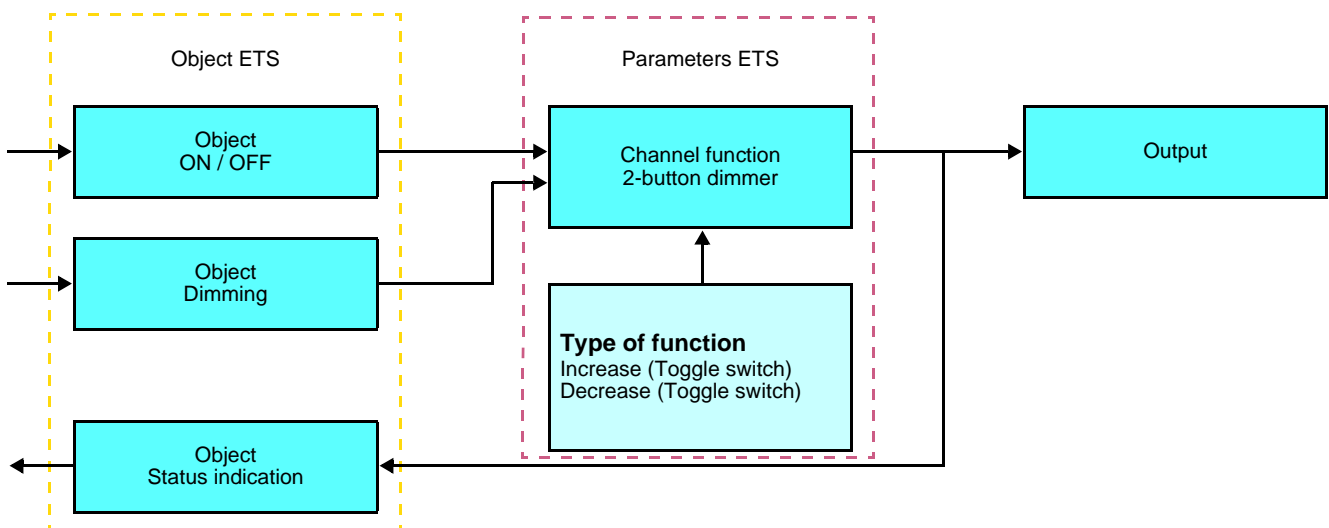
Channel function: 1-button dimmer

This function allows ON / OFF or Increase / Decrease controls using one push button.



Channel function: 2-button dimmer

This function is used for the Increase control on one push button and the Decrease control on a second push button. The Toggle switch control is performed on the 2 buttons.

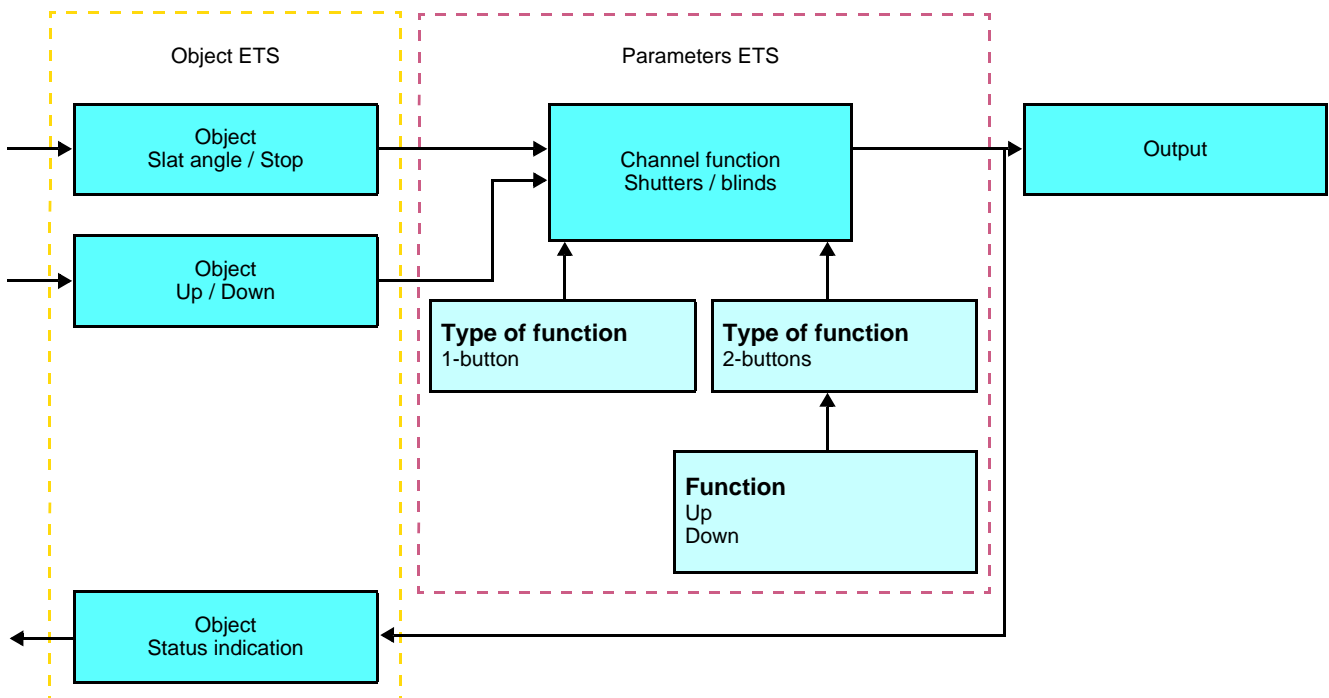


■ Channel function: Shutters / blinds

This function controls shutters and blinds (Up, Down and slat angle adjustment for blinds).

Description: There are 2 different functions:

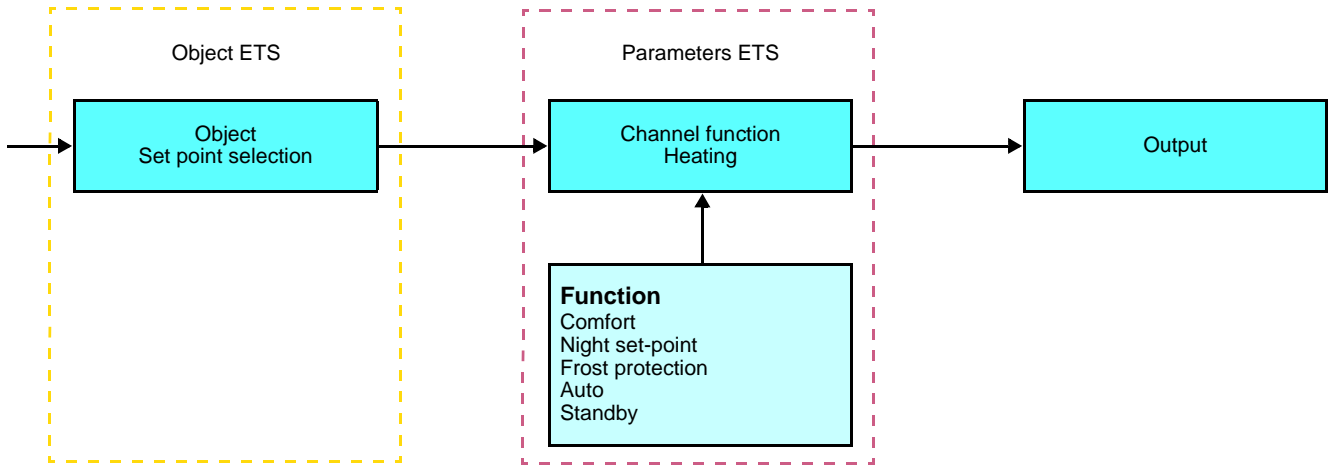
- 1-button,  
This function controls shutters or blinds using one push buttons (Input).  
Function change after each press (Down, Stop, Up, Stop). Slat angle adjustment is not possible here.
- 2-buttons.  
This function controls shutters or blinds using two push buttons (Input). One button for Up and one button for down.  
The function transmit the **Up / Down** object (long key press) and the **Slat angle adjustment / Stop** object (short key press).



■ Channel function: Heating mode selection

This function is used select a heating setpoint. The operating modes are sent via the **Set point selection** object. The set point selection to be sent must be defined in the parameters.

Description:



Pressing the push button once sends the following objects:

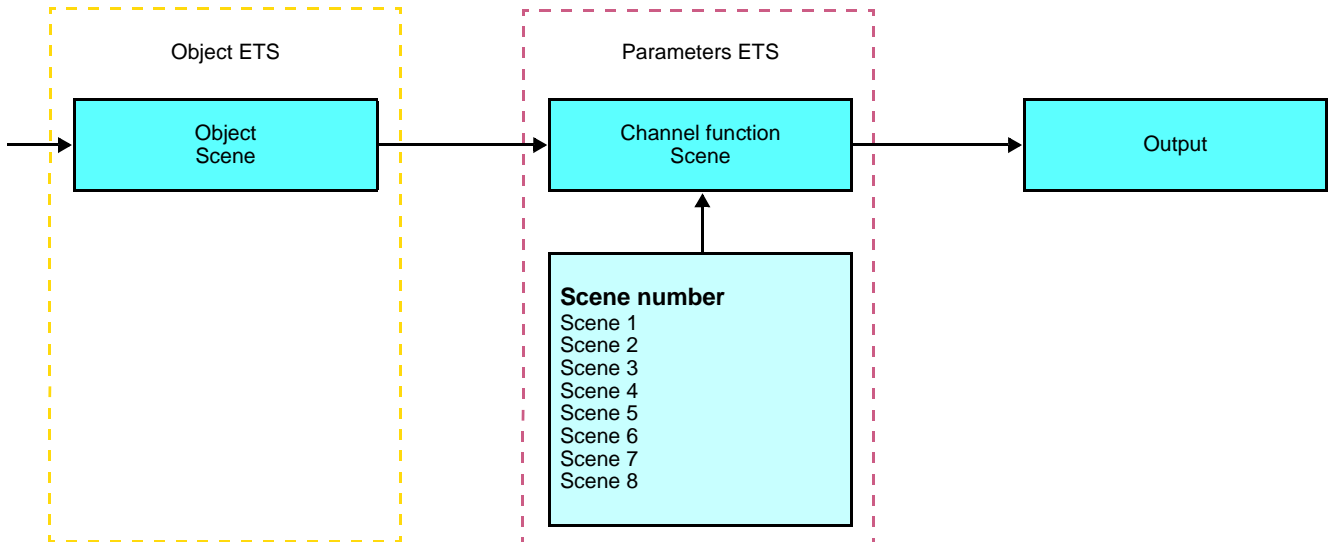
Value	Designation	Description	Icon
0	Auto	Temperature defined by programming.	
1	Comfort	Temperature during occupied periods.	
2	Standby	Temperature for a short unoccupied period.	
3	Night set-point (Night)	Temperature for night-time periods.	
4	Frost protection	Temperature for long unoccupied periods.	

**■ Channel function: Scene**

The Scene function sends group controls to different kinds of outputs to create ambiences or scenarios (Panic switch, Television, etc.).

The value of the **Scene** object is defined by the **Scene number** parameter.

Description:

**Learning and storing in the room**

This procedure modifies and stores a scene by local action on the push buttons located in the room:

- Activate the scene by pressing briefly on the room push button that triggers the scene,
- Set the outputs to the desired status using the push buttons that control them individually,
- Store the output statuses by pressing the room push button that triggers the scene for longer than 5 s.

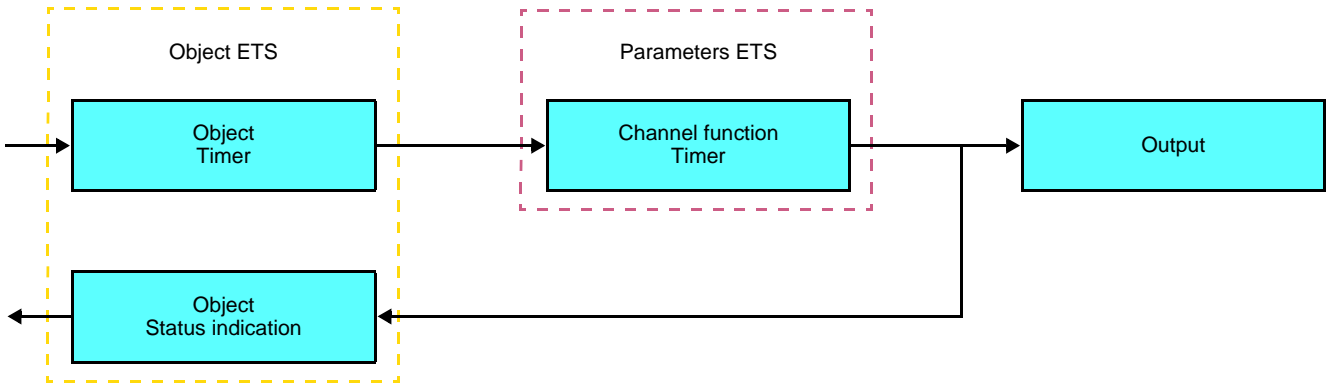
Storage is indicated by the inversion of the status of the outputs concerned for 3s.



■ Channel function: Timer

This function operates like a staircase light function. The timer duration is set on the output module.

Description:



Feature:

- short key press (rising edge): Timer start,
- long key press (falling edge): Timer end.

Remark:

- short key-press: < 0.4 s
- long key-press: >= 0.4 s

A short key-press sends an ON command to the bus via the **Timer** object. A long key-press sends an OFF command to the bus via the **Timer** object.

The time is retrIGGERED in the output by a recurrent short key press. Successive presses on the control button for the timer increase the timer's duration. The effective length will then be multiplied by the number of presses made during the 10 s following the first press.

$$\text{ON changeover time} = (1 + \text{Number of repeated presses}) * \text{Set time}$$

The delay time starts after the last key-press. An ON command received after the 10 s restarts the set turn-on time. An OFF command switches immediately the output to OFF.

## 2.2 ON / OFF output

### 2.2.1 Objects List

- 1 changeover output

N°	Name	Function of the object	Length	C	R	W	T
12	Output	ON / OFF	1 bit	C	R	W	-
13	Output	Timer	1 bit	C	R	W	-
14	Output	Priority	2 bit	C	R	W	-
15	Output	Scene	1 byte	C	R	W	-
16	Output	Status indication	1 bit	C	R	-	T

- 2 changeover outputs

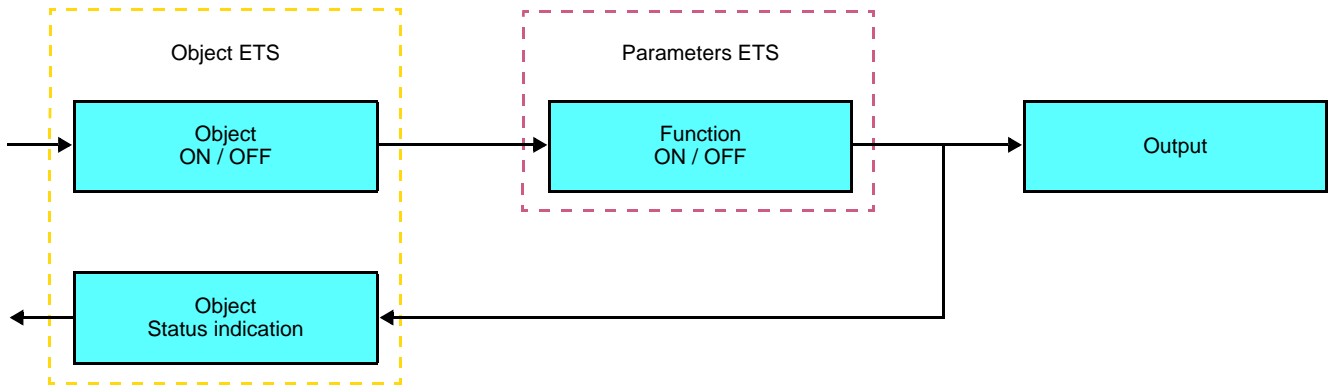
N°	Name	Function of the object	Length	C	R	W	T
24	Output 1	ON / OFF	1 bit	C	R	W	-
25	Output 1	Timer	1 bit	C	R	W	-
26	Output 1	Priority	2 bit	C	R	W	-
27	Output 1	Scene	1 byte	C	R	W	-
28	Output 1	Status indication	1 bit	C	R	-	T
29	Output 2	ON / OFF	1 bit	C	R	W	-
30	Output 2	Timer	1 bit	C	R	W	-
31	Output 2	Priority	2 bit	C	R	W	-
32	Output 2	Scene	1 byte	C	R	W	-
33	Output 2	Status indication	1 bit	C	R	-	T

### 2.2.2 Setting parameters

■ Function ON / OFF, Status indication

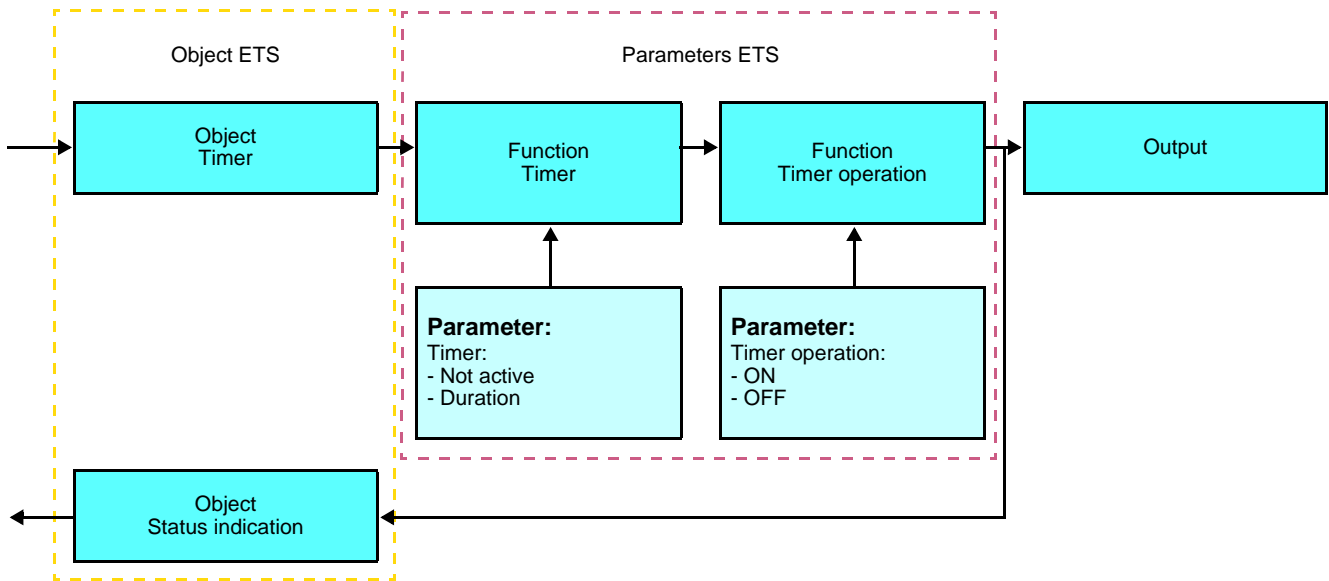
The ON / OFF function is used to switch the output ON or OFF. The status of the output depends on the activation of other functions and of the associated parameters: priority, timer or scene.

The status of the output is indicated on the bus by the **Status indication** object.



■ Timer function

The Timer function is used to switch a lighting circuit ON or OFF for an adjustable time. The function is started by the **Timer** object.



→ Parameters

Parameter	Description	Value
Timer	This parameter defines the length of the delay time.	Not active, [1 s - 24 h]* Default value: 3 min
Timer operation	This parameter defines whether the delay time triggers an ON or an OFF status.	ON, OFF Default value: ON

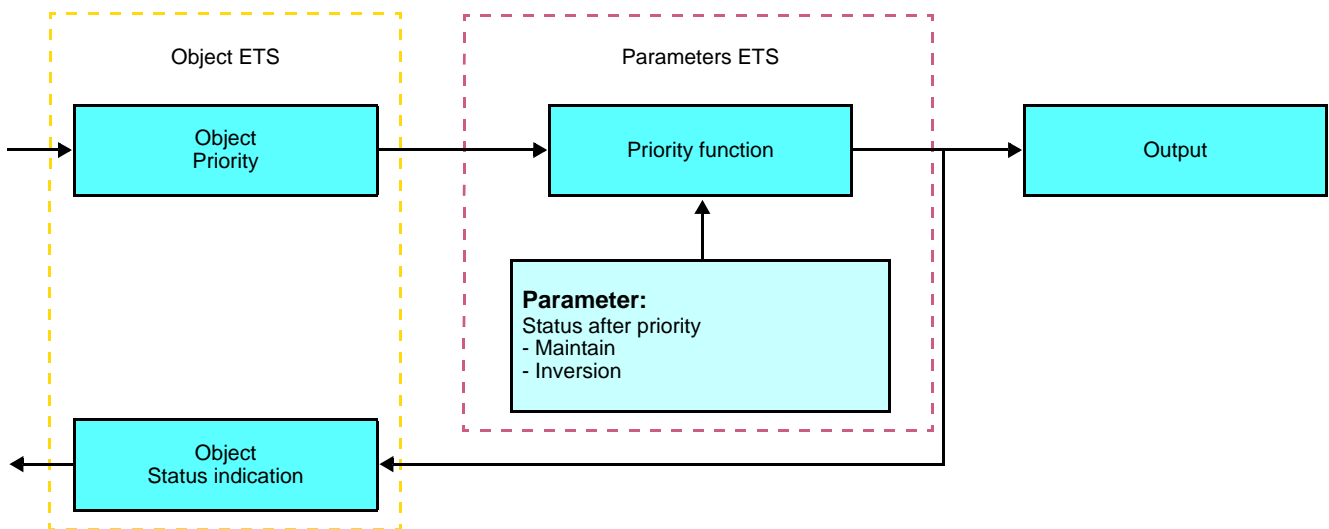
\* Setting range [1 s - 24 h]

1 s, 2 s, 3 s, 5 s, 10 s, 15 s, 20 s, 30 s, 45 s, 1 min, 1 min 15 s, 1 min 30 s, 2 min, 2 min 30 s, 3 min, 5 min, 15 min, 20 min, 30 min, 1 h, 2 h, 3 h, 5 h, 12 h, 24 h.

■ Priority function

The Priority function allows the outputs to be forced and maintained at a definite ON or OFF status imposed by the input. This function is started by the **Priority** object.

Priority is the function with the highest priority. Only a cancellation command for the priority can end the priority and authorise other commands to be followed again.



→ Description of the **Priority** object

Value	Output behaviour
00	Priority end
01	Priority end
10	Priority ON
11	Priority OFF

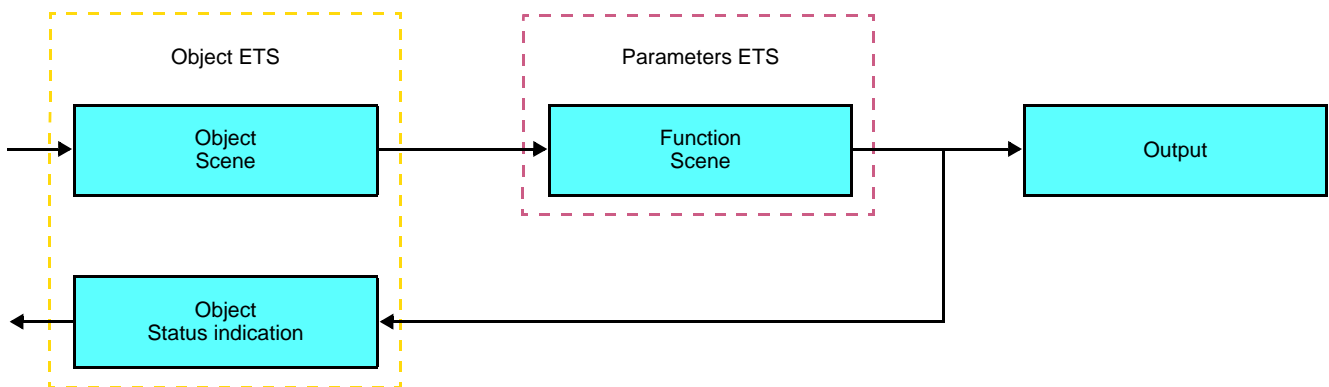
→ Parameters

Parameter	Description	Value
Status after priority	This parameter defines the level of lighting applied at the end of the priority.	Maintain, Inversion - Maintain: The output is maintained in the status which was active before the priority, - Inversion: Inversion of the output's status with regards to the status active during Priority (ON to OFF and OFF to ON).  Default value: Maintain

■ Scene function

A scene is used to control a group of outputs. Each of the outputs in the group will be set to a status pre-defined for the scene. A scene has been initiated by the object **Scene**.

The group of outputs is created in advance by establishing the link between the outputs that are to be part of the scene and the push button which initiates the scene. Each output can be integrated in 8 different scenes.



→ Description of the **Scene** object (1 byte)

7	6	5	4	3	2	1	0
Learn	x	Scene number					

**Learning and storing in the room**

This procedure modifies and stores a scene by local action on the push buttons located in the room:

- Activate the scene by pressing briefly on the room push button that triggers the scene,
- Set the outputs to the desired status using the push buttons that control them individually,
- Store the output statuses by pressing the room push button that triggers the scene for longer than 5 s.

Storage is indicated by the inversion of the status of the outputs concerned for 3s.

## 2.3 Dimming output

### 2.3.1 Objects List

- 1 dimmer output

N°*	N°**	Name	Function of the object	Length	C	R	W	T
12	24	Output	ON / OFF	1 bit	C	R	W	-
13	25	Output	Dimming	4 bit	C	R	W	-
14	26	Output	Brightness value	1 byte	C	R	W	-
15	27	Output	Timer	1 bit	C	R	W	-
16	28	Output	Priority	2 bit	C	R	W	-
17	29	Output	Scene	1 byte	C	R	W	-
18	30	Output	Status indication	1 bit	C	R	-	T
19	31	Output	Brightness value indication	1 byte	C	R	-	T

\* With 1-fold push button lighting RF module.

\*\* With 4-fold push button lighting RF module.

- 2 dimmer outputs

N°	Name	Function of the object	Length	C	R	W	T
24	Output 1	ON / OFF	1 bit	C	R	W	-
25	Output 1	Dimming	4 bit	C	R	W	-
26	Output 1	Brightness value	1 byte	C	R	W	-
27	Output 1	Timer	1 bit	C	R	W	-
28	Output 1	Priority	2 bit	C	R	W	-
29	Output 1	Scene	1 byte	C	R	W	-
30	Output 1	Status indication	1 bit	C	R	-	T
31	Output 1	Brightness value indication	1 byte	C	R	-	T
32	Output 2	ON / OFF	1 bit	C	R	W	-
33	Output 2	Dimming	4 bit	C	R	W	-
34	Output 2	Brightness value	1 byte	C	R	W	-
35	Output 2	Timer	1 bit	C	R	W	-
36	Output 2	Priority	2 bit	C	R	W	-
37	Output 2	Scene	1 byte	C	R	W	-
38	Output 2	Status indication	1 bit	C	R	-	T
39	Output 2	Brightness value indication	1 byte	C	R	-	T

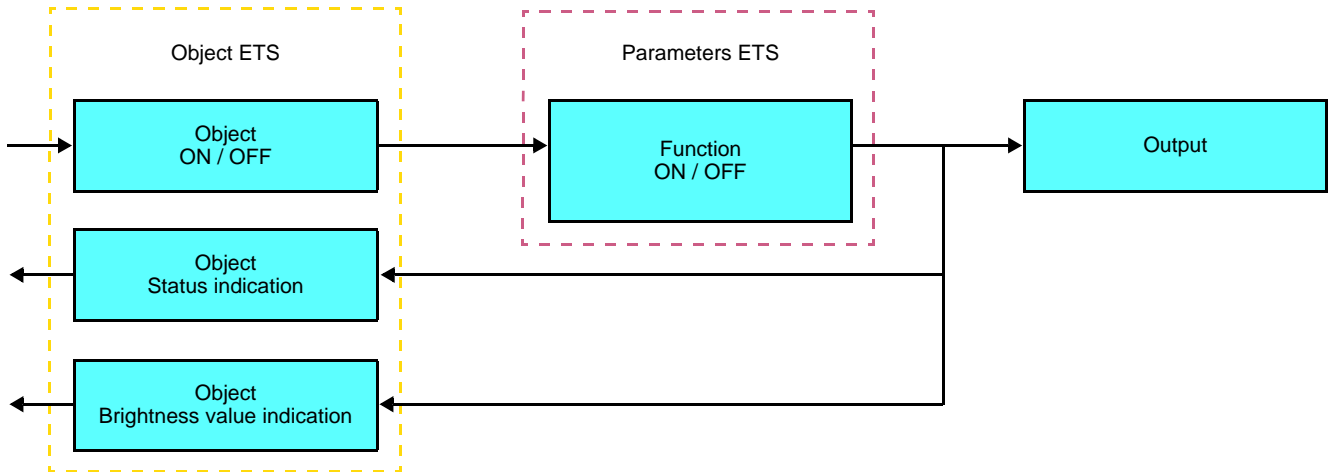
### 2.3.2 Setting parameters

■ ON / OFF, Status indication and Brightness value indication functions

The ON / OFF function is used to switch the output ON or OFF:

- ON: switching on at the level of lighting active the last time the lighting was switched on.
- OFF: switching OFF.

The output status and the lighting level are indicated on the bus by the **Status indication** object and **Brightness value indication** object.



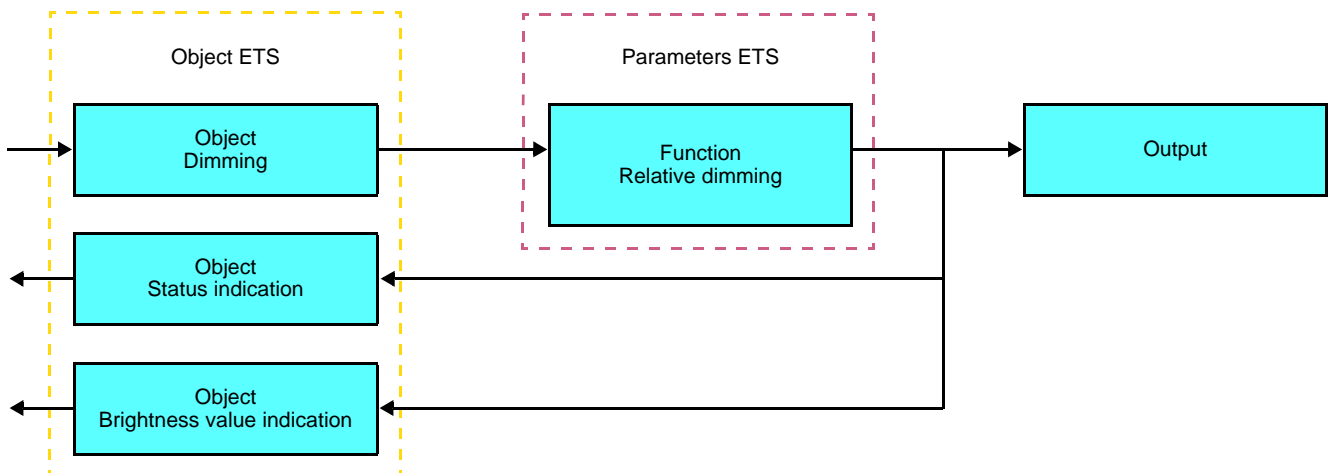
■ Dimming function

The dimming can be relative or absolute.

- Relative dimming

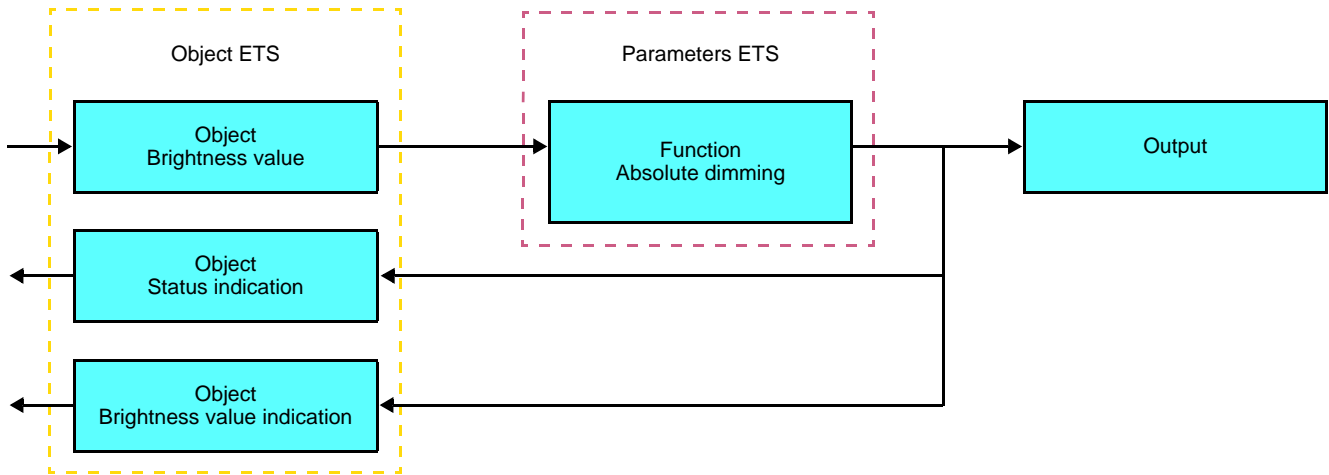
The relative dimming allows increasing or decreasing the lighting level of the lighting circuit as long as a push button is pressed down.

The relative dimming function is started by the **Dimming** object.



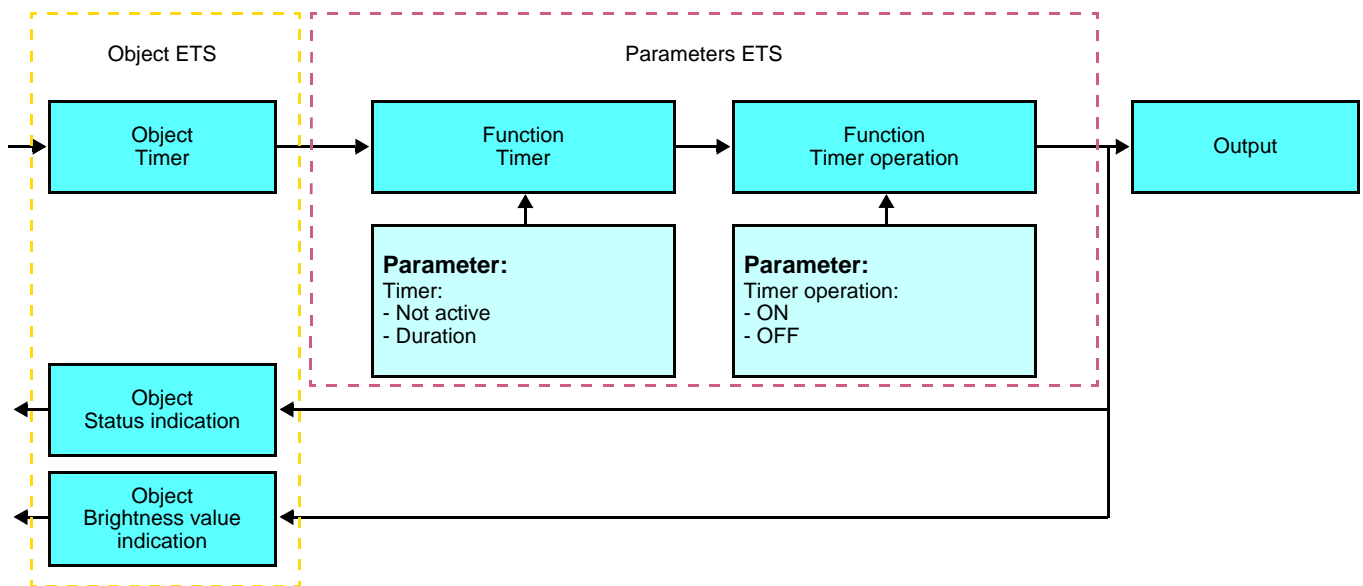
- Absolute dimming

The Absolute dimming function allows applying a brightness level to the lighting circuit when switching it ON or OFF. The absolute dimming function is started by the **Brightness value** object.



■ Timer function

The Timer function is used to switch a lighting circuit ON or OFF for an adjustable time. The function is started by the **Timer** object.





→ Parameters

Parameter	Description	Value
Timer	This parameter defines the length of the delay time.	Not active, [1 s - 24 h]* Default value: 3 min
Timer operation	This parameter defines whether the delay time triggers an ON or an OFF status.	ON, OFF Default value: ON

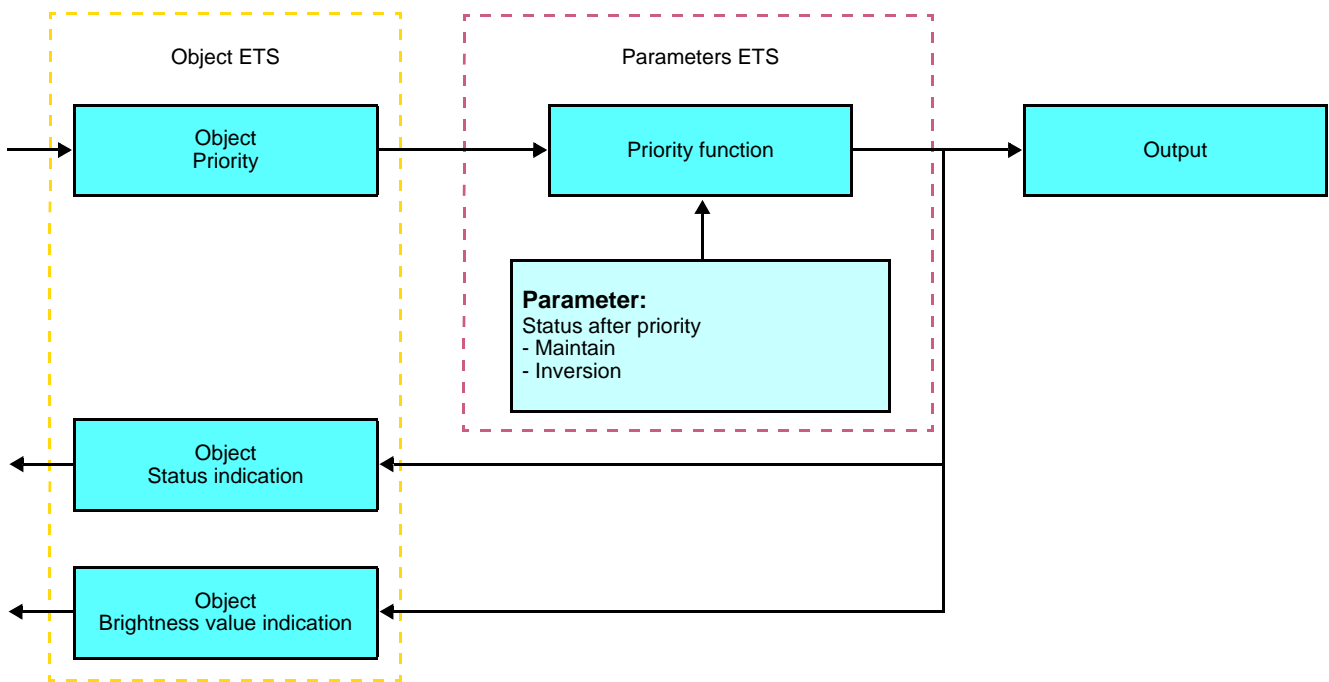
\* Setting range [1 s - 24 h]

1 s, 2 s, 3 s, 5 s, 10 s, 15 s, 20 s, 30 s, 45 s, 1 min, 1 min 15 s, 1 min 30 s, 2 min, 2 min 30 s, 3 min, 5 min, 15 min, 20 min, 30 min, 1 h, 2 h, 3 h, 5 h, 12 h, 24 h.

■ Priority function

The Priority function allows the outputs to be forced and maintained at a definite ON or OFF status imposed by the input. This function is started by the **Priority** object.

Priority is the function with the highest priority. Only a cancellation command for the priority can end the priority and authorise other commands to be followed again.



→ Description of the **Priority** object

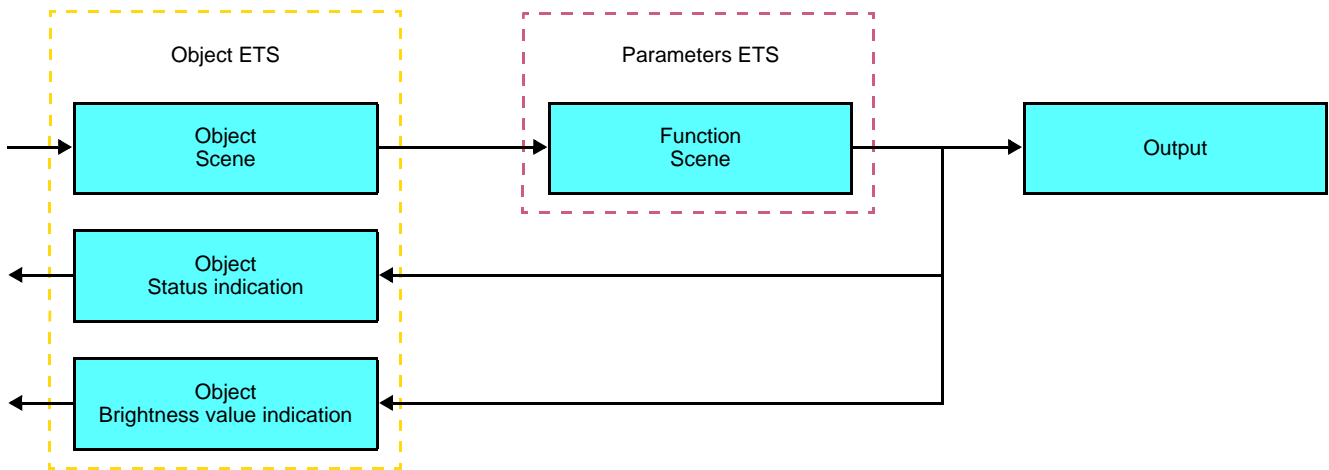
Value	Output behaviour
00	Priority end
01	Priority end
10	Priority ON
11	Priority OFF

→ Parameters

Parameter	Description	Value
Status after priority	This parameter defines the level of lighting applied at the end of the priority.	Maintain, Inversion - Maintain: The output is maintained in the status which was active before the priority, - Inversion: Inversion of the output's status with regards to the status active during Priority (ON to OFF and OFF to ON).  Default value: Maintain

■ Scene function

A scene is used to control a group of outputs. Each of the outputs in the group will be set to a status pre-defined for the scene. A scene has been initiated by the object **Scene**. The group of outputs is created in advance by establishing the link between the outputs that are to be part of the scene and the push button which initiates the scene. Each output can be integrated in 8 different scenes.



→ Description of the **Scene** object (1 byte)

7	6	5	4	3	2	1	0
Learn	x	Scene number					

**Learning and storing in the room**

This procedure modifies and stores a scene by local action on the push buttons located in the room:

- Activate the scene by pressing briefly on the room push button that triggers the scene,
- Set the outputs to the desired status using the push buttons that control them individually,
- Store the output statuses by pressing the room push button that triggers the scene for longer than 5 s.

Storage is indicated by the inversion of the status of the outputs concerned for 3s.

## 2.4 Configuration with media coupler (ETS version > 3.0f)

### ■ Configuration principle

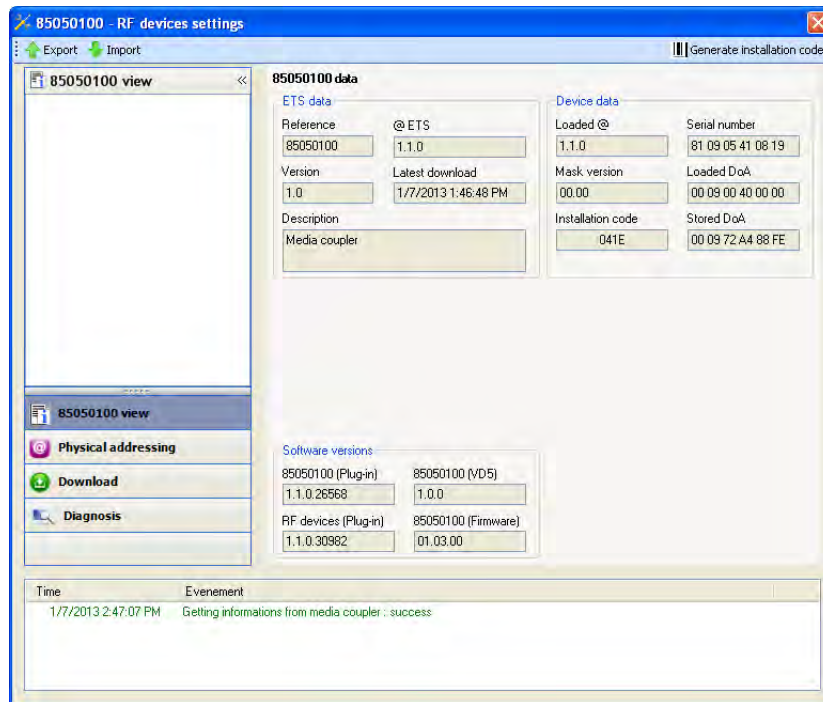
The 8505 01 00 media coupler enables configuration by ETS of RF devices for a KNX radio installation or a mixed KNX installation including RF devices and wired buses. For normal operation, the radio transmitters operate in a one-direction mode. Configuration takes place in bi-directional mode.

### ■ Implementation recommendations


1. The Media coupler must remain in place after configuration. It sends the commands between the radio products and the wired products in auto mode.
2. The coupler must be at the head of the line: **x.y.0** type physical address.
3. The coupler must be in a different line than the USB / series / IP interface.
4. Separate the radio and TP lines:
  - The radio line must not contain TP products: the views of the line in ETS and in the plug-in would contain inconsistencies.
  - The TP lines must not contain radio products: it would be impossible to configure these radio products.
5. Only use the plug-in to program the physical addresses and download the products. As ETS cannot program radio products, it is not possible to use the usual configuration menus.
6. The product copy function must not be used in ETS for radio products. It causes inconsistencies in the projects leading to plug-in malfunctions.
7. Copying projects which already contain a configured media coupler leads to plug-in malfunctions.
8. The use of the "default" button in the ETS parameter setting window is not recommended. This results in:
  - The loss of the parameters of a product which has already been configured.
  - Desynchronisation between the plug-in data and the radio products which have already been configured.
9. During the physical addressing, the download or the factory reset procedures of unidirectional radio products, several attempts may be needed for a successful completion of the procedure.
10. Changing the line of a media coupler which is already configured leads to plug-in malfunctions.
11. Do not use ETS Software function **Unload / Unload application**.

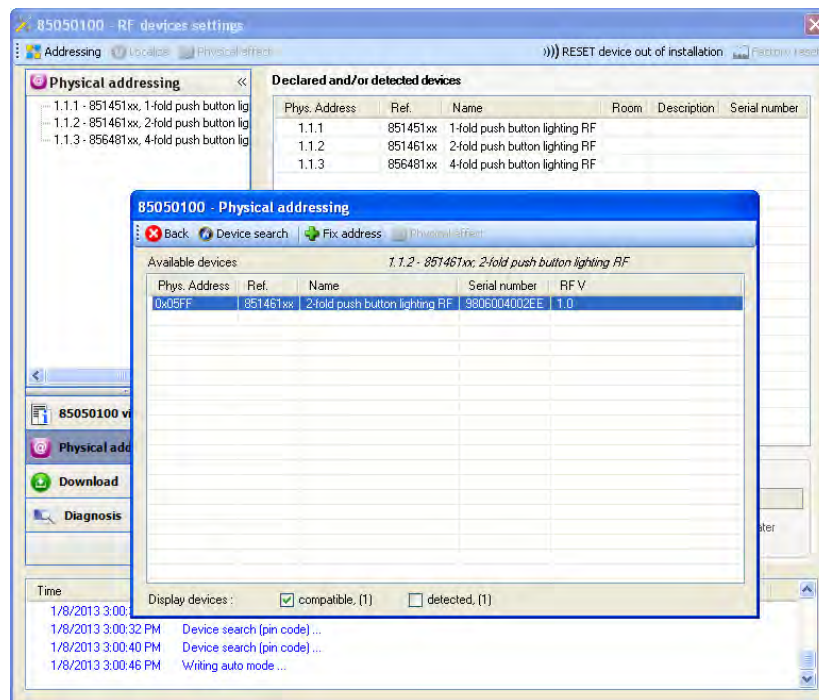
■ Installation procedure

- Create a line reserved for RF devices in your ETS plan,
- First insert the media coupler into this line, then insert the other RF devices into this line,
- Perform the programming, parameter settings and group addressing for all the RF products except for the media coupler,
- Download the physical address of the media coupler. This must be of the type 1.1.0. (always end with a zero),
- Install the media coupler plug-in: Right-click on the product in the ETS tree structure, then select **edit the parameters**. Windows Administrator rights are necessary to install the plug in.



### ■ Physical addressing of the radio transmitters

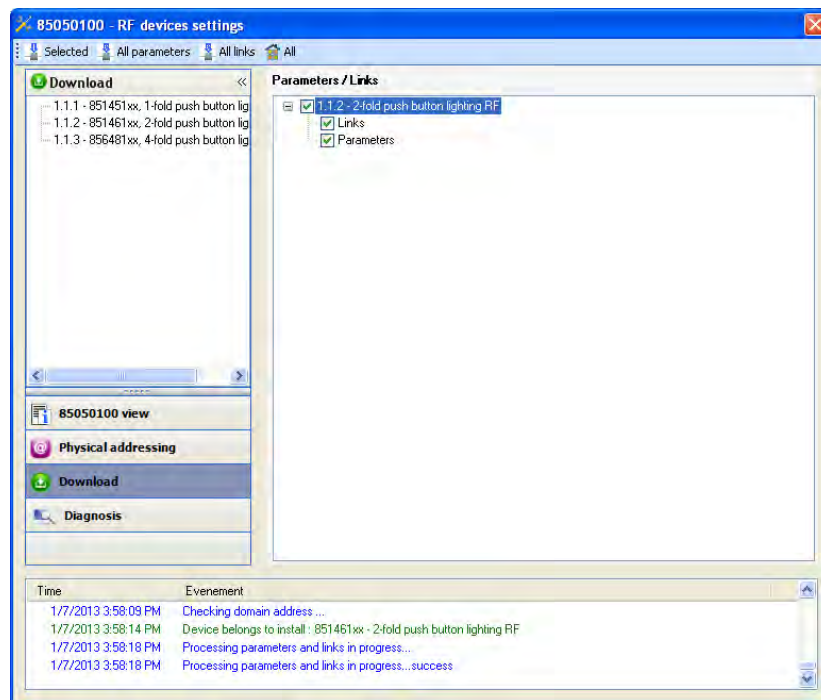
- Click on the button **Physical addressing** to display the physical addressing screen for the plug in,
- Select the device to be addressed, then click on the field **Addressing** in the menu line at the upper left of the window,
- Click on **Product search**, if the product is not found by the search, perform a factory reset on the product outside the installation,
- Select the device to be addressed and click on **Attribute address**. The physical addressing of the product is performed. The product is now part of the installation,
- After downloading the physical address, the  symbol appears in front of the product,
- Repeat this operation for the other radio transmitters.



## ■ Downloading the program and the parameters

This operation is performed using the plug-in. There are 2 ways of accessing the **Download** view:

- From the media coupler
  - Right-click on the product in the ETS tree structure, then select **edit the parameters**,
  - Click on **Download** and follow the instructions on the screen.
- From the RF product to be downloaded
  - Right click on the product in the ETS tree structure, then select **Download RF product...** and follow the instructions on the screen.



The right-hand window allows you to select the parameters and / or links to be downloaded for each product.

Finalise the download by selecting the type of download in the upper bar:

- **Selected** to download the selected parameters and links,
- **All parameters** to download all the parameters of all the products displayed,
- **All links** to download all the links for all the products displayed,
- **All** to download all the parameters and all the links of all the products displayed.

To test the functions and the KNX radio communication, return to normal use mode and wait 15 s before pressing a control button on a transmitter.

Caution: The media coupler plug-in must be deactivated during the functional tests.

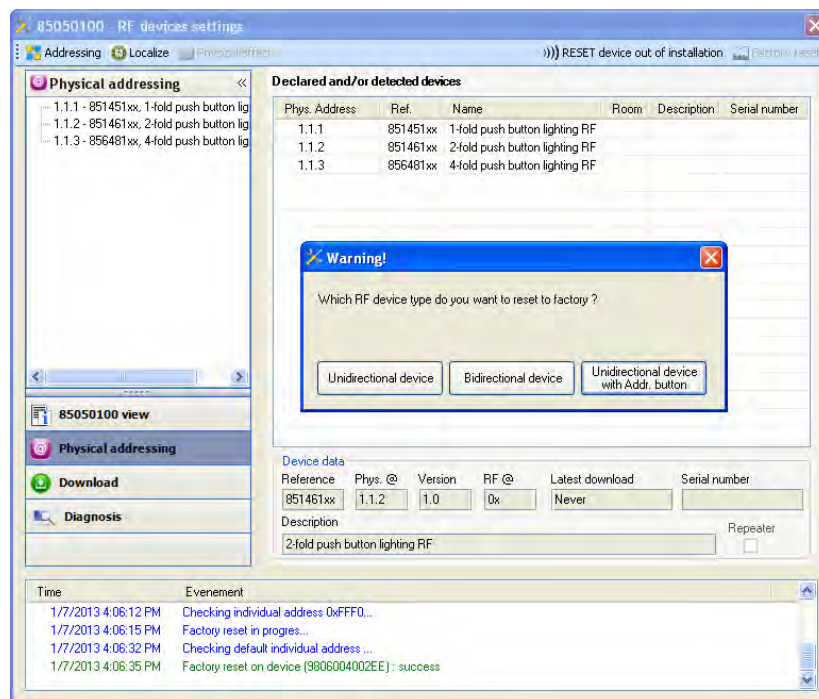
NB: For more information, refer to the description for the 8505 01 00 application software.

### 3. Factory reset

This function enables the product to be returned to its initial configuration (factory reset). After a device reset, the device can be re-used in a new installation. A factory reset can be performed either directly on the product or by the media coupler plug-in. This last solution is recommended if the product is part of an installation configured by ETS, thus the device is erased from the project.

#### 3.1 Factory reset by ETS via the media coupler

- For a product which is part of the installation (known by the media coupler): In the **Physical addressing** menu, select **Factory reset** and then follow the instructions which appear on the screen,
- For a product which is not part of the installation (unknown by the media coupler): In the menu **Physical addressing**, select **RESET device out of installation**, then **Unidirectional device with Addr. button**.



#### 3.2 Factory reset on the product

It is always possible to perform the factory reset directly on the device.

Factory reset on the product:

- Do a long key press (> 10 seconds) on the **cfg** push button, release the button when the **cfg** LED blinks,
- Wait for the **cfg** LED to switch off, indicating that the factory reset has been completed.

Remark:

To re-use a product which has already been programmed in another installation, whatever the configuration mode, a factory reset must be performed on the product.

## 4. Examples of applications

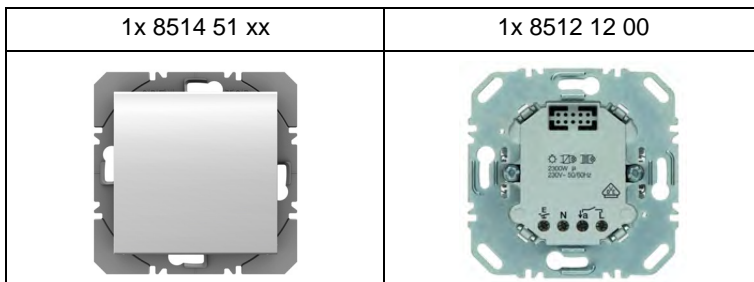
### 4.1 Switching the light on/off (ON / OFF)

The 8514 51 xx module controls the 8512 12 00 module.

Operation:

- Press on the push button 1: Switch on the light,
- Press on the push button 2: Switch off the light.

Equipment:



Object KNX

N°	8514 51 xx		N°	8512 12 00
	Object name			Object name
1	Push button 1 - ON / OFF	→	12	Output - ON / OFF
7	Push button 2 - ON / OFF	→	12	Output - ON / OFF

Parameters KNX

	8514 51 xx		8512 12 00
	Push button 1	Push button 2	
Channel function	ON / OFF	ON / OFF	Default settings
Function	ON	OFF	

Comment:

- A short press on push button 1 switches the light on,
- A short press on push button 2 switches the light off.






## 4.2 2-button dimmer + Switching the light on/off (ON / OFF)

The 8514 61 xx module controls the 8542 21 00 module and the 6 ON/OFF outputs module.

Operation:

- Press on the push button 1 : Switch on / Switch off + Increase the light,
- Press on the push button 2 : Switch on / Switch off + Decrease the light,
- Press on the push button 3: Switch on the light,
- Press on the push button 4: Switch off the light.

Equipment:

1x 8514 61 xx	1x 8542 21 00	1 6 ON / OFF outputs module
		

Object KNX

N°	8514 61 xx		N°	8542 21 00
	Object name			Object name
0	Push button 1 - Status indication	→	30	Output 1 - Status indication
1	Push button 1 - ON / OFF	→	24	Output 1 - ON / OFF
4	Push button 1 - Dimming	→	25	Output 1 - Dimming
6	Push button 2 - Status indication	→	30	Output 1 - Status indication
7	Push button 2 - ON / OFF	→	24	Output 1 - ON / OFF
10	Push button 2 - Dimming	→	25	Output 1 - Dimming

N°	8514 61 xx		6 ON/OFF outputs module
	Object name		Object name
13	Push button 3 - ON / OFF	→	Output - ON / OFF
19	Push button 4 - ON / OFF	→	Output - ON / OFF

Parameters KNX

	8514 61 xx				8542 21 00	6 ON/OFF outputs module
	Push button 1	Push button 2	Push button 3	Push button 4		
Channel function	2-button dimmer	2-button dimmer	ON / OFF	ON / OFF	Default settings	Default settings
Function	Increase (Toggle switch)	Decrease (Toggle switch)	ON	OFF		

Comment:

- A short press on push button 1 switches the light on or off according to the **Status indication** object (ON or OFF),
- A short press on push button 2 switches the light on or off according to the **Status indication** object (ON or OFF),
- A long press on push button 1 increases the light,
- A long press on push button 2 decreases the light,
- A short press on push button 3 switches the light on,
- A short press on push button 4 switches the light off.






## 4.3 Switching the light on/off (Toggle switch) + 1-button dimmer + Shutter, Up / Down

Module 8564 81 xx controls the 1 ON/OFF output RF module, 3 dimming outputs and 4 shutter outputs.

Operation:

- Press on the push button 1 : Switching the light on/off,
- Press on the push button 2 : Switch on / Switch off + Dimming of the light,
- Press on the push button 3: Shutter up + Slat angle / Stop,
- Press on the push button 4: Shutter Down + Slat angle / Stop.

Equipment:

1x 8564 81 xx	1x 8502 01 00	1 1 ON/OFF output RF module
		
1 3 dimming outputs module	1 4 shutter outputs module	
		

Remark: The 8502 01 00 power module is only used to power the control module.

Object KNX

N°	8564 81 xx		1 ON/OFF output RF module
	Object name		Object name
0	Push button 1 - Status indication	→	Output - Status indication
1	Push button 1 - ON / OFF	→	Output - ON / OFF

N°	8564 81 xx		3 dimming outputs module
	Object name		Object name
6	Push button 2 - Status indication	→	Output - Status indication
7	Push button 2 - ON / OFF	→	Output - ON / OFF
10	Push button 2 - Dimming	→	Output - Dimming

N°	8564 81 xx			4 shutter outputs module	
	Object name			Object name	
13	Push button 3 - Slat angle / Stop		→	Output - Slat angle / Stop	
14	Push button 3 - Up / Down		→	Output - Up / Down	
19	Push button 4 - Slat angle / Stop		→	Output - Slat angle / Stop	
20	Push button 4 - Up / Down		→	Output - Up / Down	

Parameters KNX

	8564 81 xx				1 ON/OFF output RF module	3 dimming outputs module	4 shutter outputs module
	Push button 1	Push button 2	Push button 3	Push button 4			
Channel function	Toggle switch	1-button dimmer	Shutters / blinds	Shutters / blinds	Default settings	Default settings	Default settings
Type of function			2-buttons	2-buttons			
Function			Up	Down			

Comment:

- A short press on push button 1 switches the light on or off according to the **Status indication** object (ON or OFF),
- A short press on push button 2 switches the light on or off according to the **Status indication** object (ON or OFF),
- A first long press on push button 2 increases the light,
- A second long press on push button 2 decreases the light, (The dimming direction is reversed each time the button is pushed and held down.)
- A short press on push button 3 or 4 stops the shutter or tilts the slats of the blind,
- A long press on push button 3 raises the shutters,
- A long press on push button 4 lowers the shutters.

## 5. Main characteristics

Product	8514 51 xx	8514 61 xx	8564 81 xx
Max. number of group addresses	80	80	80
Max. number of links	90	90	90

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