


 Manufacturer

 Hager Elektro





 Movement detector

 KNX movement detector 180°


Application description

Insert KNX motion detector 1.10 m



	Order number	Product designation	Application programme	TP product 
	WHT506	Insert KNX motion detector 1.10 m	SWHT506 V1.0 	

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## 1. General

### 1.1 General information about this application description

This document describes the operation and parameterisation of KNX devices with the aid of the Engineering Tool Software ETS.

The devices are parameterised by the ETS and the required settings for operation are made during the first installation.

### 1.2 ETS Programming software

The application programmes are compatible with ETS5 or ETS4 and are always available in their latest version on our Internet website.

ETS version	File extension of compatible products	File extension of compatible projects
ETS 5 (v 5.0.6 or higher)	*.knxprod	*.knxproj

Table 1: ETS Software version

#### 1.2.1 ETS Application designation

Application	Application designation
SWHT506 V1.0	Insert KNX motion detector 1.10 m

Table 2: ETS Application designations

## 1.3 Commissioning

The commissioning of the motion detector modules primarily refers to the programming of the physical address and the application data by the ETS Engineering Tool Software.

### 1.3.1 Physical address

The ETS assigns the physical address. The motion detector module is designed as a monoblock device and thus features an integrated bus coupling unit. Programming mode is activated using the potentiometer for adjusting the delay time in the **address** position; the red programming LED behind the lens lights up permanently as an additional means of notification.

#### Example:

- Set potentiometer delay time to **adr**.  
The status LED lights up red permanently.
- Load the physical address into the device.
- Label the device with the physical address.
- Load application software into the device.
- After completion of the loading process or to cancel, adjust potentiometer delay time.  
The status LED goes out.
- i** To check whether the bus voltage is present, set the potentiometer (delay time) to **adr** briefly; the red LED lights up. Resetting the potentiometer exits programming mode.
- i** If a device in an existing system is to be programmed, only one device can be in programming mode.

### 1.3.2 Application programme

The application software can be loaded on to the module directly when assigning the physical address, for example. If this has not taken place, it can also be programmed at a later date.

## 2. Functional and device description

### 2.1 Device overview

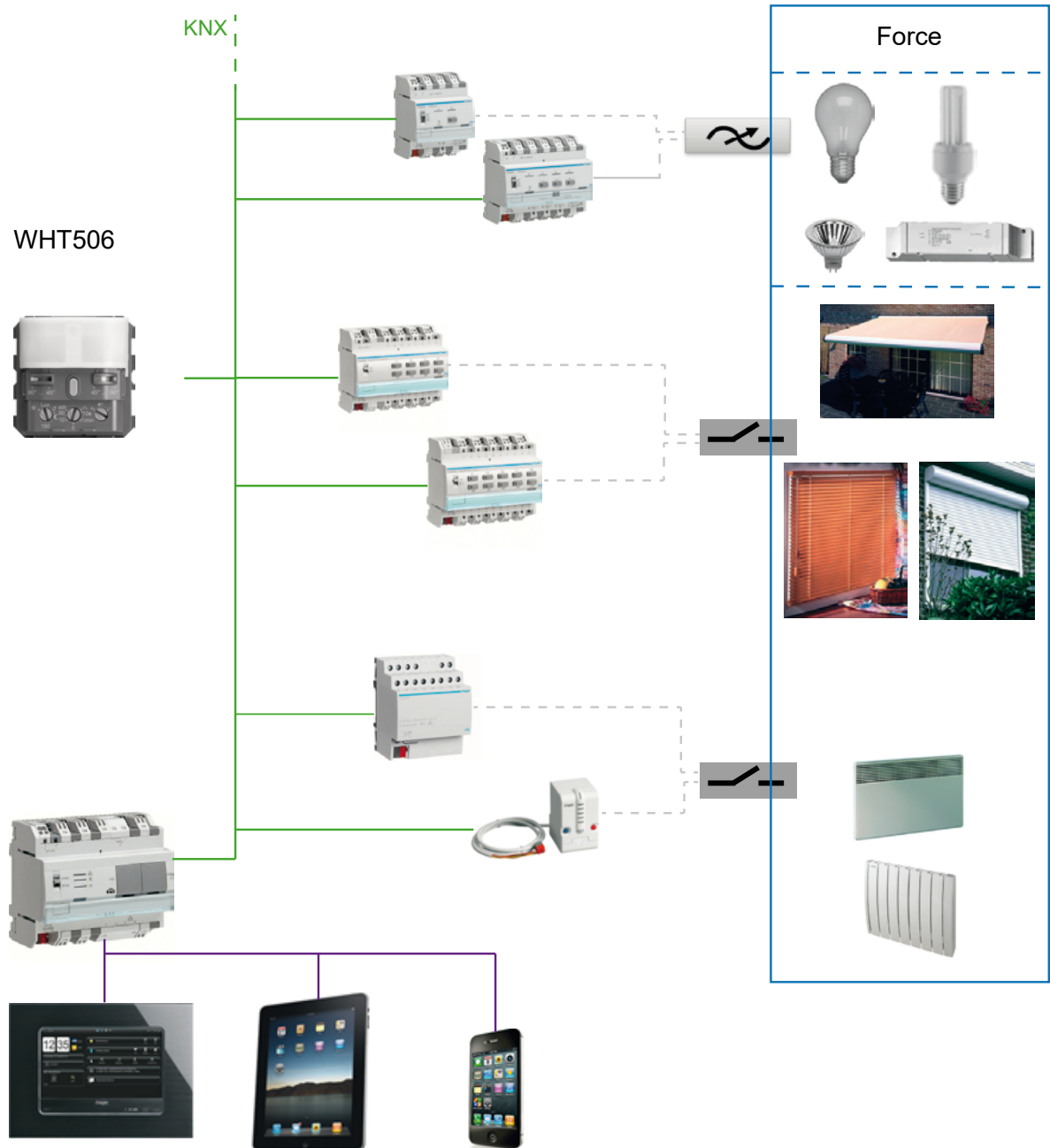


Figure 1: Device overview

## 2.2 Functional description

The motion detector module works with a passive infrared sensor (PIR) and responds to heat motions caused by persons, animals or objects. Motion detectors are primarily used in hallways or staircases as a means of switching functions on and off based on brightness levels and motion.

Based on the set operating mode, the device transmits telegrams for directing the building functions into the KNX bus system. The operating mode options are automatic control mode or signalling mode. Each has different detection parameters:

- In automatic control mode, the device is able to transfer switching, value transmitter, light scene call-up, or UP/DOWN telegrams to the bus. Two independent automatic control channels are available.
- In signalling mode, the device transfers a signalling telegram – to an alarm central unit, for example – only once a defined, adjustable number of motion pulses has taken place.

Multiple detectors may work together in a main/extension unit configuration (master/slave) if detection needs to be carried out in applications that are larger than the detection field (such as long hallways and staircases).

The operation button on the device can be configured for manual change-over of the comfort controller (see Chapter 2.2.1.) or for independent operation as a stand-alone KNX button.

It is also possible to configure the response brightness, delay time and, where necessary, the detection sensitivity manually using the potentiometer under the design cover.

### 2.2.1 Operating concept

The operation button of the motion detector can perform the following functions (see operating instructions also) Selections are made using the corresponding parameters.

#### Local operation

- Press and release the button to change over the operating mode. The operating mode is displayed via the status LED behind the cover of the motion detector.
- Press and hold down the button to select special functions. Selection is supported by the LED display.

#### KNX button:

- For launching parameterised functions via the bus.

#### Operating instructions

During KNX button use, the device differentiates between short and long touches.

- Short touch:  
Switch lighting, step operation of roller shutters/blinds, operating mode change-over, etc.; operate channel A in 2-channel mode
- Long touch:  
Dim lighting, move command for roller shutters/blinds, store a scene, operate channel B in 2-channel mode



### 2.2.2 Range of functions

- Motion detectors can be configured as an individual detector, a main unit or an extension unit.
- Two motion detection channels can be configured independently for automatic control purposes, using ON/OFF, timer, value transmitter, scene call-up and roller shutter/blind control functions
- Signalling channel for monitoring and generating alarm or switching telegrams, such as those used for alarm/signalling systems.
- The button function can be configured for local operation of motion detector functions or as a KNX button.
- Local operation functions can be independently selected and deselected: ON, OFF, automatic control (motion-dependent), presence simulation, brightness Teach-In, party function, and button blocking.
- The button can be used as a KNX button for the following functions: ON/OFF, timer, dimming, roller shutter/blind control, 1-byte value transmitter, 2-byte value transmitter, scene extension unit, 2-channel operation, room temperature measurement and room thermostat extension unit.
- 2-channel operation: The operation can be set for the button by two independent channels. Thus, a maximum of only telegrams can be transmitted to the bus by one operating procedure. The channels can be parameterised independently to the functions switching, value transmitter (1-byte, 2-byte), brightness value transmitter (2-byte) or temperature value transmitter (2-byte).
- ON/OFF function: the following settings are possible for each button: response when the button is pressed and/or released, switching on, switching off, not active.
- The following adjustments are possible when dimming: times for short and long touches, dimming in different steps, transmitting a stop telegram at the end of the touch, transmitting dimming values.
- The following adjustments are possible during blind control: up/down, position (slat position / shutter/blind position), safety run
- The following settings are possible in the 1-byte and 2-byte value transmitter function: selection of the value range (0-100 %, 0-255, 0-65535, 0-1500 Lux, 0-40°C), value when pressed.
- The following settings are possible in the scene function: call-up of a scene number (1-64), saving upon long key-press and emission time delay.
- When the button is being used as a control extension, the following adjustments are possible: defined selection of an operating mode, presence state change-over, heating/cooling change-over.
- There is an RGB status LED under the lens cover.
- The following settings are available for the activation of the status LED: permanently ON/OFF, actuation display regarding button function, separate communication object (permanent/flashing and inverted), display of controller operating mode, comparison values for signed and unsigned 1-byte and 2-byte values.
- Lock-up must be configured in the general parameter settings.
- Room temperature measurement and brightness measurement using integrated sensors
- Temperature measuring, processing and transmission to the bus can be configured.
- Brightness measuring, processing and transmission to the bus can be configured.

## 2.3 Functional overview

The functions described in the following section enable the individual configuration of the device inputs or outputs.

### 2.3.1 Motion detection channel

The following functions can be triggered automatically in relation to motion detection and ambient brightness.

#### Not active

The "Not active" function disables the channel.

#### Switching

The "ON/OFF" function enables the motion detector (lighting circuits, for example) to be switched on or off (ON, OFF, ON/OFF, for example).

#### Value 1 byte

The "Value transmitter (1 byte)" function allows values from 0 to 255 or 0 to 100 % to be parameterised individually at the start and end of motion detection and transmitted to a dim actuator, for example.

#### Scene

Using the "Scene extension unit" function, a light scene can be called up in a KNX device at the start and end of motion detection.

#### Timer

The "Timer" function enables the actuator output to be switched on for an adjustable duration.

#### Shutter/Blind

The "Shutter/blind" function allows blinds, shutters, awnings or similar hangings to be opened and closed.

Using other appropriate parameters, it is possible to set the position (height) and/or the slat angle at the start and end of detection.

#### Thermostat extension

During control extension unit use, the operating mode can be switched between predefined modes.

### 2.3.2 Signalling channel

#### Monitoring

The "Monitoring" function enables a signalling telegram to be transmitted to the bus when motion is detected in the detection area. The telegram can be evaluated or displayed using a signalling system or visualisation, for example. In monitoring mode, the device operation is independent of brightness.

Additionally, it is possible to switch on and off using a dedicated switching object such as a signal generator (siren) or lighting circuits.

### 2.3.3 Push-button channel

#### Not active

The "Not active" function means that no function is assigned to the button; it is disabled.

#### Toggle switch

The "Toggle switch" function switches on the lighting upon the first key-press and switches it off again upon the second.

#### Switching

The "ON/OFF" function enables the push-button (lighting circuits, for example) to be switched on or off (ON, OFF, ON/OFF, for example).

#### Dimming

The "Dimming" function enables the button to set the dimming brighter and darker in lighting circuits.

The function is controlled using the button in toggle mode: for example, setting the first press of the button to make the dimming brighter and the next press to make it darker.

#### Shutter/Blind

The "Shutter/blind" function allows blinds, shutters, awnings or similar hangings to be opened and closed.

The function is controlled using the button in toggle mode: for example, setting the first press of the button to open the blind and the next press to close it.

#### Timer

The "Timer" function enables the actuator output to be switched on or off for an adjustable duration. The switching time can be interrupted before the delay time elapses. An adjustable switch-off warning signals the end of the delay time by inverting the output state for 1 s.

#### Value 1 byte/2 bytes

The value transmitter (1 byte) function allows values from 0 to 255 or 0 to 100 % to be transmitted to a dim actuator, for example.

The "Value transmitter (2 bytes)" function allows values from 0 to 65535, brightness values from 0 to 1000 lx or temperature values from 0 to 40°C to be transmitted to the bus.

#### Thermostat extension

When being used as a control extension unit, the following parameter settings can be set/selected for the button: change-over to a defined operating mode, setpoint change, heating/cooling change-over and presence detection.

#### Priority

The "Priority" function enables a precisely defined state (2 bits) to be specified or enables a function to impose a defined state.

#### Scene

When functioning as a scene extension, a light scene can be called up in a KNX device.

#### 2-channel mode


The "**2-channel mode**" function allows different functions to be configured for two different communication objects (channel A, channel B) using the same button in a time-dependent manner.

### **Stepping switch**

The "Stepping switch" function (1 byte) allows step values from 0 to 255, percentage values from 0 to 100 % and scenes 1 to 64 to be selected and switched for up to 7 levels.

### **Deactivate automatic**

This function can be used to interrupt and deactivate ongoing operations (time-controlled lighting).

 This function must only be configured for actuators from the TXA..., TXM..., TYA..., TYB... und TXB... ranges.

### 3. General-Presence detection

General-Presence detection is where global parameter settings for the entire device are made; i.e. for motion detection, button actuation, LED display and potentiometer setting functions.

#### 3.1 General

General-presence detection	
Detector type	Standalone device
Channel 1 function	Not active
Channel 2 function	Not active
Polarity of surveillance channel	<input type="radio"/> ON = 0 <input checked="" type="radio"/> ON = 1
Test mode	<input checked="" type="checkbox"/>
Potentiometer settings- luminosity	<input checked="" type="radio"/> Authorization <input type="radio"/> Locked-up
Potentiometer settings-overrun time	<input checked="" type="radio"/> Authorization <input type="radio"/> Locked-up
Potentiometer settings-sensitivity	<input checked="" type="radio"/> Authorization <input type="radio"/> Locked-up
Behaviour device button	Function selection

Figure 2: "General" parameters

#### Parameterisation as an individual device, master or slave (main or extension unit)

When acting as an individual device, the motion detector operates independently of other devices and controls automatic functions exclusively on the basis of motion and brightness in its detection area.

To extend the detection area, it is possible to form a motion detector system by configuring a master device and slave devices accordingly.

When acting as a main unit (master), the device controls automatic functions on the basis of motion and brightness in its detection area as well as in the detection area of other motion detectors configured as slaves. The "Brightness information" parameter can be used to select whether the brightness limit value is also used at the extension units, or if only the main unit brightness limit value determines how automatic control should act.

When acting as an extension unit (slave), the device detects motion in its detection field and provides the main unit with this information so that automatic functions can be controlled. It is not possible to configure automatic functions (channel 1/2 operating mode) when the device is parameterised as an extension unit.

Signalling mode is always available on every device, regardless of whether it is being used as an individual device, a main unit or an extension unit.


Parameters	Description	Value
Detector type	Defines the device application type	<b>Individual device *</b> Master Slave
Function channel 1	Activation/deactivation of the channel for automatic control mode, plus function setting.	<b>Not active *</b> Switching Value 1 byte Scene Timer Up/down Roller shutter position Slat position Position/Slat angle (0-100%) Operating mode changeover
Function channel 2		
Monitoring channel polarity	Defines the input value at which the monitoring channel is activated.	<b>ON = 1*</b> <b>ON = 0</b>
Test mode	Defines whether test mode can be activated locally using the response brightness potentiometer. (For information on test mode, see the operating instructions)	<i>Tick box:</i> <i>Ticked = active</i>
Device brightness setting	Defines whether the response brightness can be set and changed locally using the potentiometer.	Approval <b>Disabled *</b>
Device delay time setting	Defines whether the delay time can be set and changed locally using the potentiometer.	Approval <b>Disabled *</b>
Device setting Sensitivity	Defines whether the delay time can be set and changed locally using the potentiometer.	Approval <b>Disabled *</b>
Brightness information <sup>1)</sup>	Defines whether the brightness limit value on the extension units is to be taken into account during motion detection in the main/extension unit, or whether only the main unit brightness limit value is to be used during motion detection.	<i>Tick box:</i> <i>Ticked = the brightness limit value of the extension units is also taken into account.</i>
Operation button behaviour	Button function setting on the device (see Chapter 2.2.1, "Operating concept")  It is not possible to use the button for local operation and as a KNX button simultaneously.	<b>Not active *</b> Multifunctional push-button Functional release

Table 3: "General" parameters

<sup>1)</sup> Only visible if the "Detector type" has been parameterised as "Master".

#### "Master" application type communication objects

No.	Name	Object function	Length	Data type
6	General-Presence detection	Master	1 bits	1.001 Switching
8	General-Presence detection	Master brightness information	1 bits	1.001 Switching

#### "Slave" application type communication objects

No.	Name	Object function	Length	Data type
7	General-Presence detection	Slave	1 bits	1.001 Switching
9	General-Presence detection	Slave brightness information	1 bits	1.001 Switching

\* Default value

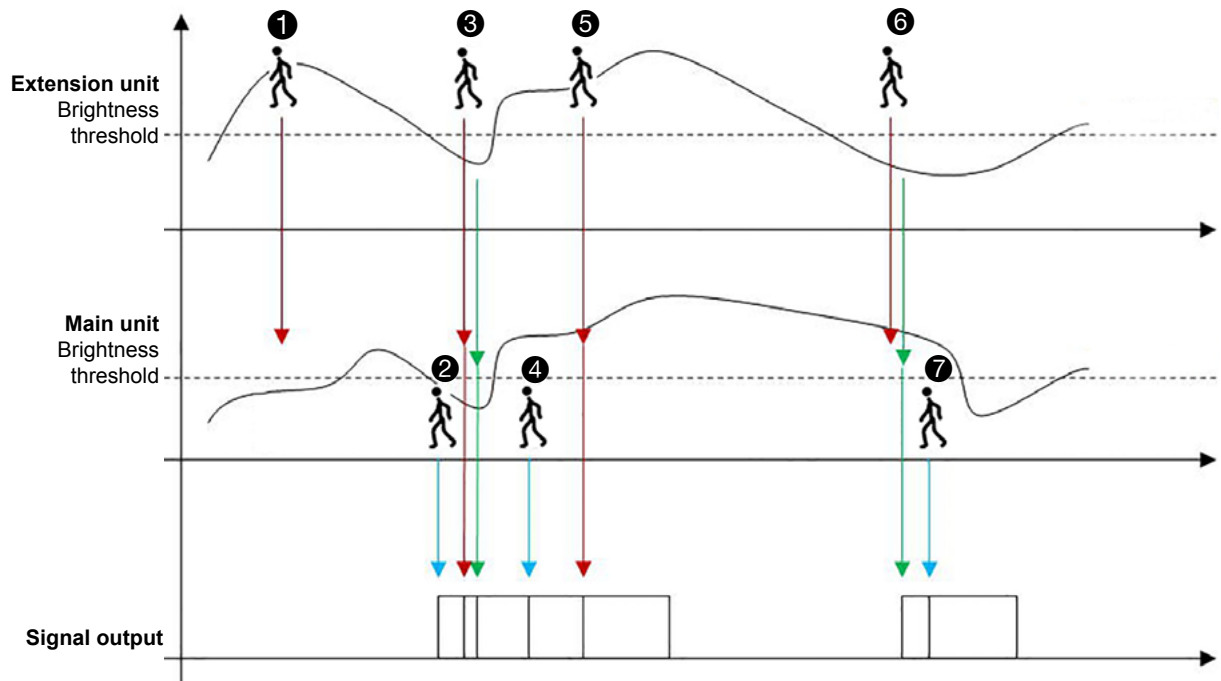
## Signal evaluation in main and extension unit mode

The information below outlines examples of main/extension unit mode both with and without brightness evaluation at the extension unit.

- i** To ensure the function is executed correctly, group addresses must be used to connect object 6, "Main unit input", to 7, "Extension unit output", and – where brightness evaluation is required at the extension units – object 8, "Main unit brightness input", to 9, "Extension unit brightness output".
- i** If a motion channel function is active, retriggering is always independent of brightness.

### Application case 1:

Brightness evaluation at main and extension unit parameter "Brightness information" has been activated.

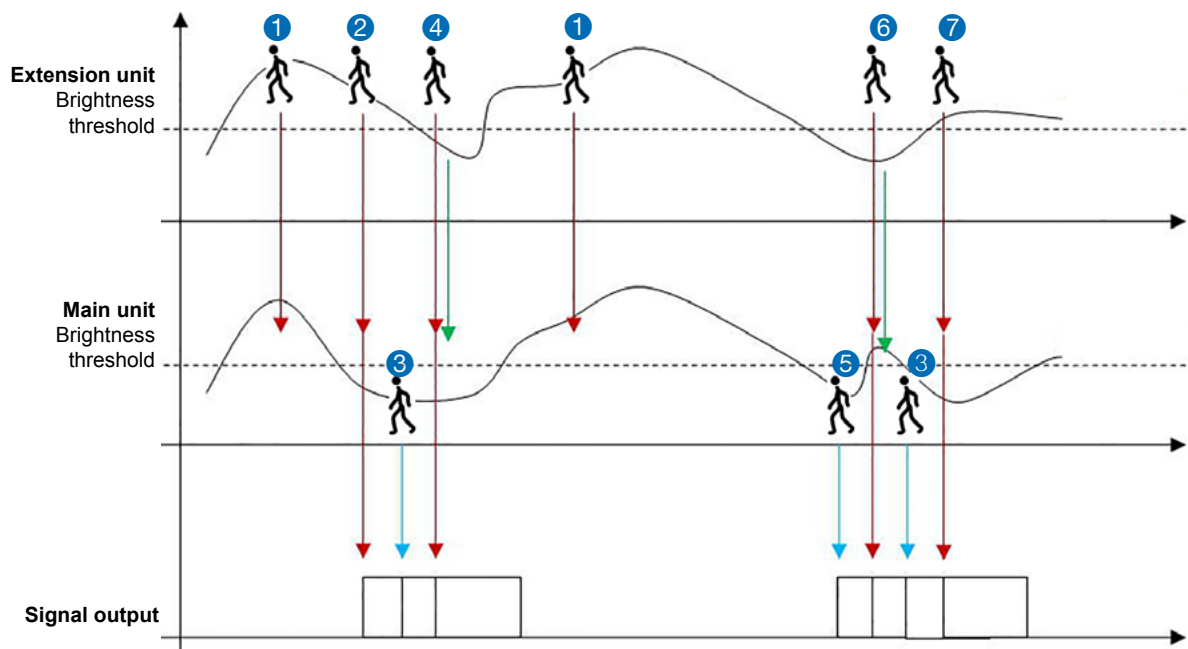


- Motion in detection field
- Detection extension unit
- Extension unit detection where brightness < threshold value
- Main unit detection signal

- 1** Motion at extension unit – value is **not** below brightness threshold value.
  - Signal is transmitted to object 6 via object 7
  - No signal output to the main unit motion detection channels
- 2** Motion at main unit – value is below brightness threshold value.
  - Signal output to the motion detection channels → execution of parameterised functions (main unit)
- 3** Motion at extension unit – value is below brightness threshold value – function delay time active (main unit)
  - Signal is transmitted to object 6 via object 7 Retriggering of parameterised functions to motion detection channels (main unit)
  - Signal transmitted to object 8 via object 9 → signal output to motion detection channels → retriggering of parameterised functions (main unit)
- 4** Motion at main unit – value is **not** below brightness threshold value – function delay time active.
  - Signal output to the motion detection channels → retriggering of parameterised functions

- ⑤ *Motion at extension unit – value is **not** below brightness threshold value – function delay time at main unit active.*
  - Signal is transmitted to object 6 via object 7
  - Signal output to the motion detection channels → retriggering of parameterised functions (main unit)
- ⑥ *Motion at extension unit – value is below brightness threshold value.*
  - Signal is transmitted to object 6 via object 7 No signal output to the motion detection channels of the main unit
  - Signal is transmitted to object 8 via object 9 → signal output to motion detection channels → execution of parameterised functions
- ⑦ *Motion at main unit – value is **not** below brightness threshold value – function delay time active.*
  - Signal output to the motion detection channels → retriggering of parameterised functions

**Application case 2:** Brightness evaluation exclusively at the main unit – "Brightness information" parameter has not been activated. The motion detection channel functions are only triggered if the brightness value has dropped below the threshold at the main unit.



- 🚶 Motion in detection field
- ↓ Detection extension unit
- ↓ Extension unit detection where brightness < threshold value
- ↓ Main unit detection signal

- ① *Motion at extension unit – value is **not** below brightness threshold value at the main unit.*
  - Signal is transmitted to object 6 via object 7
  - No signal output to the motion detection channels of the main unit
- ② *Motion at extension unit – value is above brightness threshold value – value is below brightness threshold value at the main unit.*
  - Signal is transmitted to object 6 via object 7
  - Signal output to the motion detection channels → execution of parameterised functions
- ③ *Motion at main unit – value is below brightness threshold value – function delay time active.*
  - Signal output to the motion detection channels → retriggering of parameterised functions
- ④ *Motion at extension unit – value is below brightness threshold value – function delay time*



*active*

- Signal is transmitted to object 8 via object 9
- Signal output to the motion detection channels → retriggering of parameterised functions

**5** *Motion at main unit – value is below brightness threshold value.*

- Signal output to the motion detection channels → execution of parameterised functions

**6** *Motion at extension unit – value is below brightness threshold value – value is above brightness threshold at main unit – function delay time active*

- Signal is transmitted to object 6 via object 7 Retriggering of parameterised functions to motion detection channels
- Signal transmitted to object 8 via object 9 → signal output to motion detection channels → retriggering of parameterised functions in motion detection channels

**7** *Motion at extension unit – value is above brightness threshold value – function delay time active*

- Signal is transmitted to object 6 via object 7
- Signal output to the motion detection channels → retriggering of parameterised functions

**Application case 3:** Extension unit is in signalling mode, but main unit not

Motion at extension unit

- Signal is output via object 21, "Signalling mode" (extension unit)

**Application case 4:** Only main unit in signalling mode (extension unit not)

Motion at extension unit

- Signal is transmitted to object 6 via object 7 (extension unit)
- Signal is transmitted to object 8 via object 9 (extension unit, value is below brightness threshold value)
- Signal is output via object 21, "Signalling mode" (main unit)

**Application case 5:** Both units (main und extension unit) in signalling mode:

Motion at extension unit

- Signal is output via object 21, "Signalling mode" (extension unit)

Motion at main unit

- Signal is output via object 21, "Signalling mode" (main unit)

## 3.2 Functional release – Function of the button

This parameter group is only visible if the functional release value has been parameterised under "General-Operation button behaviour".

Figure 3: "Functional release" parameters

The operation button can perform the following functions for local operation.

- Press and release the button to change over the operating mode. The operating mode is displayed via the status LED behind the cover of the motion detector.

<b>LED display</b>	green	---	Red
<b>Operating mode</b>	Permanent On (ON=	Automatic (AUTO)	Permanent Off (OFF)

- Select special functions (party, Teach-In, keylock, presence simulation) by pressing and holding the button. Selection is supported by the LED display (see operating instructions of the device).

Parameters	Description	Value
Functional release	Setting for operating modes, which are called up one after another using a short press of the operation button.	<b>ON / OFF / AUTO *</b> ON / AUTO * OFF / AUTO *
Party mode	Here it is possible to make individual specifications concerning which function can be executed via the function button. If the is ticked, the function is active.	<b>Active*</b>
Store brightness with a long press of the button		<b>Active*</b>
Blocking function operation button		<b>Active*</b>
Presence simulation		<b>Active*</b>
Buzzer acknowledgement by press of push-button	Determination whether the buzzer function can be acknowledged by press of a push-button If the is ticked, the function is active.	<b>Not active *</b>

Table 4: "Functional release" parameters

\* Default value

### 3.3 Blocking function functional release

Parameters for configuring the blocking function. Blocking executed on this level affects the operation button function if local operation is available. This parameter group is only visible if functional release has been parameterised under "Operation button behaviour".

**i** Individual blockings – such as those affecting motion detection channels – take place in the corresponding parameter views.

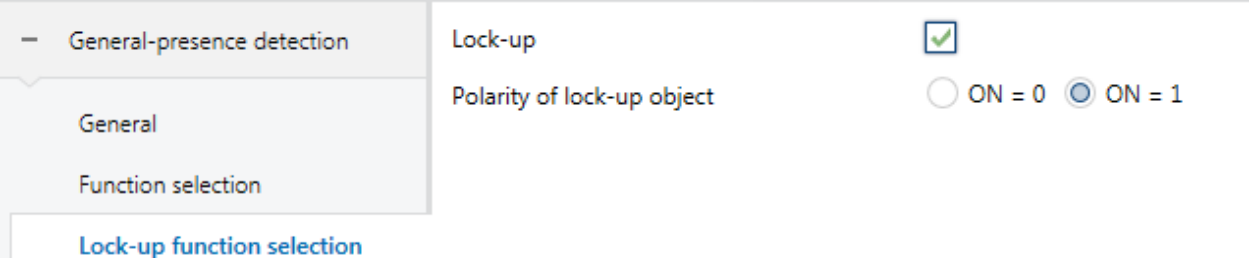


Figure 4: General "Lock-up"

Parameters	Description	Value
Lock-up	Blocking object activation for blocking via telegram. <i>Tick box:</i> <i>Ticked = blocking object is activated</i>	<b>Not active *</b>
Polarity of lock-up object	Defines the blocking object value at which the blocking function is activated.	<b>ON = 1*</b> ON = 0

Table 5: General "Lock-up"

No.	Name	Object function	Length	Data type
2	General-Presence detection	Blocking function	1 bits	1.003 Enable

After bus voltage recovery, a lock-up remains active if it was activated before the bus voltage failed. The lock-up is always deactivated after a programming process by the ETS.

The polarity of the lock-up object can be parameterised. If the polarity of the lock-up object is set to "Inverted (ON = 0)", the device is not immediately locked in the event of bus voltage recovery or after a download if no lock-up was switched on before the bus voltage failed. In such cases, the lock-up is only activated in the event of an object update (value = "0") for the lock-up object!

\* Default value

### 3.4 State after bus return

Parameter for configuring the behaviour after "Bus voltage failure" and "Return" in the case of the motion detection channels.

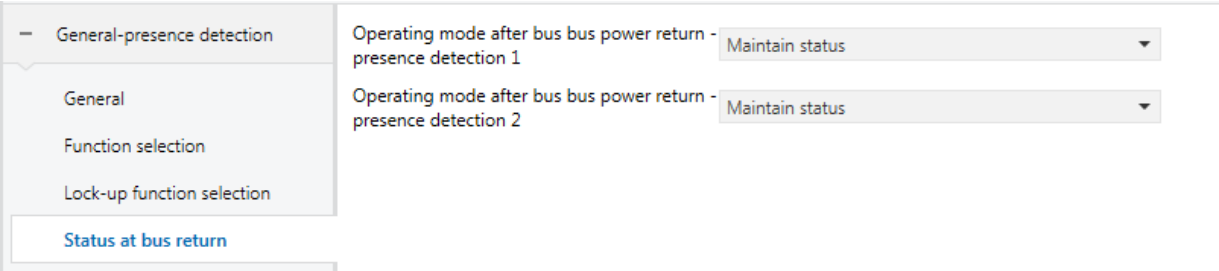



Figure 5: General, "State after bus return"

Parameters	Description	Value
Operating mode after bus return – presence detection 1	Setting for device behaviour after bus voltage return for channel 1	<b>Keep status*</b> Start of presence detection End of presence detection
Operating mode after bus return – presence detection 2	Setting for device behaviour after bus voltage return for channel 2	<b>Keep status*</b> Start of presence detection End of presence detection

Table 6: General, "State after bus return"

 The "State after bus return" parameter is only visible if the "Individual device/Master" detector type is selected under "General-Presence detection --> General --> Detector type".

\* Default value

3.5 Detection zone

Configuration parameter for using detection sensors to restrict the detection field.

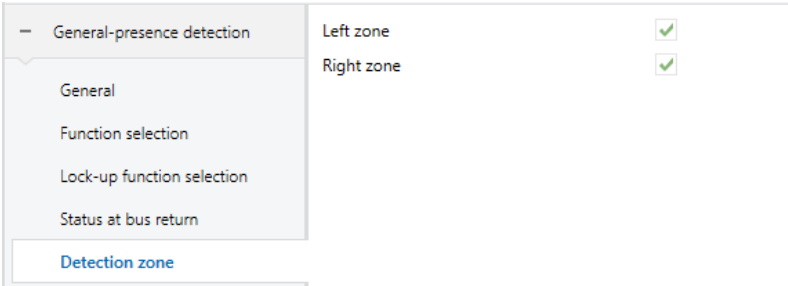


Figure 6: General "Detection zone"

The device not only permits independent adjustment of the detection zones at the left and right sides of the device, but also enables detection to be deactivated individually for the left and right side. The size of the detection area reduces accordingly.

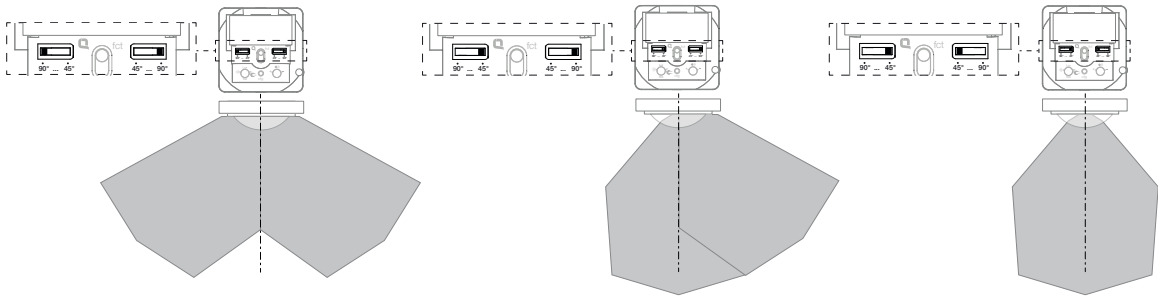


Figure 7: Detection areas

Parameters	Description	Value
Sensor on left side	The parameter is used to activate/deactivate evaluation of the motions for the motion sensor independently at the left and right sides of the device.	Tick box: Ticked = sensor is activated
Sensor on right side		

Table 7: General "Detection zone"

\* Default value

### 3.6 Buzzer settings

The buzzer in the device can be used for different signalization: physical localisation when the programming mode is getting activated through ETS (for the local physical addressing button no buzzer feedback) and acknowledgement for short and/or long key-press and alarm. Further more it is possible to change the melody for the buzzer feedbacks.

Figure 8: General „Buzzer settings“

Parameters	Description	Value
Alarm melody selection	Selection of melody in case of alarm	<b>Alarm 1*</b> Alarm 2 Alarm 3 ... 5
Buzzer acknowledgement by short press of push-button	Selection of melody when alarm is acknowledged by short press of push-button	<b>Melody short 1*</b> Melody short 2 Melody short 3 Inactive ***
Buzzer acknowledgement by long press of push-button	Selection of melody when alarm is acknowledged long press of push-button	<b>Melody long 1*</b> Melody long 2 Melody long 3 Inactive ***

Table 8: General „Buzzer settings“

**\*\* This parameter is only visible if the following settings have been made:**

General --> Operation button behaviour --> Multifunctional push-button

Button --> Function (selection of Dimming / Roller shutter/blind / 2-channel mode function) --> Buzzer acknowledgement with long press of button (channel A/channel B/channel A and B)

**\*\*\* This value is only visible if the following settings have been made:**

General --> Operation button behaviour --> Multifunctional push-button

Button --> Function (selection of 2-channel mode function) --> Buzzer acknowledgement with long press of button (channel A/channel B/channel A and B)

### 3.7 Monitoring

Activating this function makes it possible to set another channel for the device. This monitoring channel can be used to check whether the device is still connected to the bus or not (sabotage). The value is sent to the bus periodically

Figure 9: General "Monitoring"

Parameters	Description	Value
Monitoring	Selection of function	<b>Not active *</b> Active
Monitoring polarity *	This is where you select when the value is sent.	ON = 0 <b>ON = 1*</b>
Monitoring, transmit all *	Setting of periodical emission time.	<b>10 min</b> *... 24 h

Table 9: General "Monitoring"

\* The parameters are only visible if monitoring has been set to **Active**.

Nr.	Name	Object function	Length	Data type
11	General-Presence detection	Monitoring	1 bits	1.001 Switching

\* Default value

### 3.8 Alarm

The function "Reaction during an alarm message" is set and described in the parameter window below.

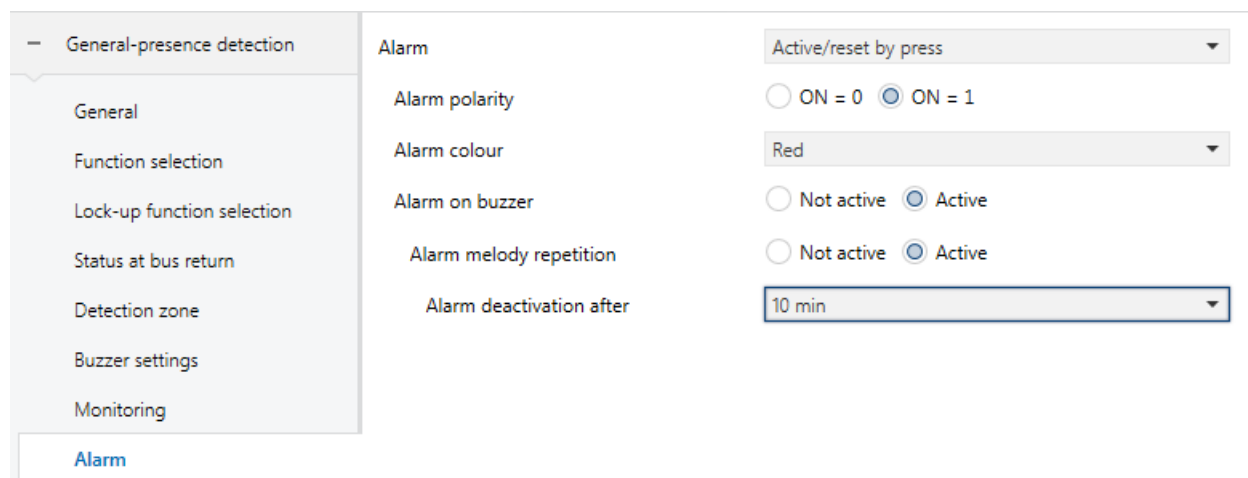


Figure 10: General "Alarm"

Parameters	Description	Value
Alarm	This parameter defines the operation of the "Alarm" function.	<b>Not active *</b> Active Active/Acknowledgement by press
Alarm polarity <sup>1)</sup>	This parameter defines which input value 0/1 triggers an alarm message for.	<b>ON if 1*</b> ON if 0
Alarm colour <sup>1)</sup>	This parameter defines the colour of the status LED during an alarm message.	OFF <b>Red *</b> Green blue Red/green Red/blue Green/blue
Alarm at buzzer	When this function is activated, an alarm sound is emitted directly at the device in the event of an alarm.	<b>Not active *</b> Active
Alarm melody repeat <sup>2)</sup>	If "Active" is selected, the melody pattern is repeated on a loop with 2.5 seconds in between (this cycle is defined in the software).	<b>Not active *</b> Active
Alarm deactivation after <sup>3)</sup>	Melody is switched off after the set time.	<b>Not active *</b> 10 min, 30 min, 1 h

Table 10: General "Alarm"

Nr.	Name	Object function	Length	Data type
10	General-Presence detection	Alarm	1 bits	1.005 Alarm

<sup>1</sup> These two selection parameters are only visible when the "Alarm" function is either set to Active or Active / Reset by pressing a button.



<sup>2)</sup> This parameter is only visible when the **Alarm at buzzer** parameter is set to **Active**.

<sup>3)</sup> This parameter is only visible when the **Alarm melody repeat** parameter is set to **Active**.

The device enables the signalling of an alarm, which can be, for example, a burglar alarm or fire alarm of a KNX alarm central unit. An alarm is signalled by flashing of all status LED of the device. This indicator alarm can be activated separately by the "indicator alarm" parameter on the "alarm messages" parameter page. If the alarm message is activated, the ETS displays the "alarm message" communication object and other parameters for the alarm function. The alarm message object serves as an input for activating or deactivating the alarm signal. The polarity of this object is adjustable. If the object value corresponds to the "Alarm" state, all status LEDs and operation LEDs flash simultaneously at a frequency of approx. 2 Hz. The display reaction of the operation LEDs and status LEDs configured in the ETS is irrelevant for normal operation in the case of an alarm. The LEDs first display the originally parameterised reaction again after deactivation of the alarm signal. Changes of state of the LED during an alarm, if these are activated by separate LED objects or indicate button functions, for example, are saved internally and updated at the end of the alarm.

In addition to deactivation via the object alarm, a alarm signal can also be deactivated directly on the device by pressing any button. The parameter defines the button reaction during an alarm message:

- The alarm message is switched off by pressing the button, provided that the Active/Acknowledgement by press value is selected in the Alarm parameter.
- The alarm message is not switched off if the Not active/Active value is selected in the Alarm parameter.

If an alarm signal can be deactivated by pressing any button, the "confirm alarm message" parameter determines whether a telegram for confirming the alarm by pressing the button via the separate object "Confirmation of alarm message" should additionally be transmitted to the bus. Such a confirmation programme can, for instance, be transmitted to the "alarm message objects of other bus subscribers by means of a listening address in order to reset the alarm status there as well. At the same time, attention must be paid to the adjustable polarity of the confirmation object for resetting the alarm.

**i** Polarity of the alarm object: In the "Alarm if OFF and reset alarm if ON" setting, the alarm object must first be actively written with "0" by the bus after a reset or after an ETS programming operation in order to activate the alarm.

An active alarm message is not saved, so that the alarm signal is always deactivated after a device reset or ETS programming operation.

## 4. Parameter channel 1/2

The information below describes the process of configuring a motion detection channel.

**i** Channel 1/2 is only available if the "Detector type" parameter has been set to "Individual device" or "Master".

The description uses the example of channel 1; channel 2 is configured in the same way.

When motion is detected, the presence command is transmitted to the bus, with ambient brightness taken into account. When motion is no longer detected, the absence command is transmitted to the bus following the switch-off delay (if this has been parameterised). The function parameter (telegram at the start or end of detection) can be used to make individual selections concerning which commands or values are transmitted to the bus in the event of presence and absence.

If motion is detected and the response brightness value is below the set value, the "Telegram for start of presence detection" is transmitted to the bus. When motion is no longer detected, the "Telegram for end of presence detection" is transmitted to the bus following the switch-off delay.

The type of command and the values for the start and end of detection can be selected independently for each motion detection channel using the parameters for the selected function.

### 4.1 Recurring function parameters (motion detection channel)

**i** The parameters described below are visible in both motion detection channels as soon as a function for the relevant channel is parameterised, regardless of which function is selected.

+ General-presence detection	Telegram by start of presence detection	ON
- Channel 1	Luminosity threshold through	Potentiometer settings
Function	Periodical emission	<input type="checkbox"/>
Lock-up	Emission by new detection	<input type="checkbox"/>
+ Channel 2	Telegram by end of presence detection	OFF
+ Surveillance	Emission time delay	Not active
+ General- push-button	Selection overrun time	<input checked="" type="radio"/> Potentiometer settings <input type="radio"/> Fixed parameter
+ Push-button	Lock-up duration after end of detection	1 s

Figure 11: Channel 1 - On/Off

Parameters	Description	Value
Brightness limit value above	Selection of source that is used to determine the brightness threshold for detection.	Setting on device * Fixed value Brightness measurement inactive Activation via separate object
Brightness value <sup>1)</sup>	Field for entering the brightness threshold value in lux.	<i>Can be entered freely:</i> <i>valid values = 1 ... 1000</i>
Periodical emission	Defines whether a telegram with the function variable (value, switching value, etc.) is to be emitted periodically.	<i>Tick box:</i> <i>Ticked = periodical emission is activated</i>
Time for periodical emission <sup>2)</sup>	Selection of time for periodical emission of function variable.	5s, 15s, 30s 1min, 2min, 3min, 4min, 5min, 10min, 15min, <b>30min*</b> , 1h, 2h, 3h, 4h, 8h
Emission at new detection	Defines whether a telegram with the function variable (value, switching value, etc.) is to be emitted at a new instance of motion detection (retriggering).	<i>Tick box:</i> <i>Ticked = retriggering is activated</i>
Transmission delay	Defines whether and with how much delay a telegram with the function variable (value, switching value, etc.) is to be transmitted at the end of detection.	<b>Not active *</b> 100ms, 500ms, 1s, 5s, 15s, 30s 1min, 2min, 3min, 4min, 5min, 10min, 15min, 30min, 1h, 2h, 3h, 4h, 8h
Delay time selection	Selection of source that is used to determine the delay time.	<b>Fixed value *</b>
Delay time <sup>3)</sup>	Field for selecting the length of the delay time	Impulse 5s, 15s, 30s 1min, 2min, <b>3min*</b> , 4min, 5min, 10min, 15min, 30min, 1h, 2h, 3h, 4h, 8h
Blocking time after end of detection	Defines the interlock time after a telegram is transmitted at the end of detection.	100ms, 500ms, <b>1s*</b> , 5s, 15s, 30s 1min, 2min, 3min, 4min, 5min, 10min

<sup>1)</sup> Only visible if "Brightness value" has been parameterised as the "Fixed value".

<sup>2)</sup> Only visible if "Periodical emission" has been ticked.

<sup>3)</sup> Only visible if "Delay time selection" has been parameterised as the "Fixed value".

Table 11: Recurring parameters for functions in the motion detection channel

### Brightness limit value above

To evaluate the brightness threshold, it is possible to choose from the following parameters:

- Potentiometer at device (see also operating instructions):  
The brightness threshold is specified by setting the potentiometer; i.e. the setting can be changed without ETS.
- Fixed value:  
The value is set using an input field; the potentiometer setting is not taken into account. Unauthorised persons must not change the setting.
- Brightness measurement inactive:  
Motion detection and function execution are independent of brightness.
- Activation via separate object:  
Object 4 ... is shown. The brightness threshold value in lux can be specified using the object. It can be made dependent on the time of day or events, for example, as a means of providing intelligent control.

\* Default value

#### Brightness limit value communication object via "Activation via separate object"

No.	Name	Object function	Length	Data type
4	General presence detection	Brightness	2 byte	9,004 Lux

#### Transmission delay

In the case of this parameter, it is possible to set an additional telegram delay at the end of detection. The function at the end of detection is executed with the corresponding delay. In contrast to the delay time, retriggering does not take place during this additional delay.

## 4.2 "ON/OFF" function (motion detection channel)

Parameter for configuring the behaviour of the "ON/OFF" function in the case of the motion detection channels (Figure 8).

Parameters	Description	Value
Telegram at start of presence detection On/Off	Selection concerning whether a telegram is transmitted in the case of motion detection, and which one.	<b>Not active *</b> On Off
Telegram at end of presence detection On/Off	Selection concerning whether a telegram is transmitted at the end of motion detection (after delay time and additional delay, if applicable), and which one.	<b>Not active *</b> On Off

Table 12: "ON/OFF" function parameters

#### Lighting channel 1/2 communication object, "Switching automatic control"

No.	Name	Object function	Length	Data type
10	Lighting channel 1	Switching automatic control	1 bits	1.001 Switching
14	Lighting channel 2			

\* Default value

### 4.3 "Value 1 byte" function (motion detection channel)

Parameter for configuring the "Value 1 byte" function for motion detection channels (Figure 8).

Parameters	Description	Value
Value 1 byte	Selection of value type that is transmitted.	<b>Value (0-255)*</b> Percentage
Telegram at start of presence detection	Defines whether a value is transmitted in the case of motion detection.	<i>Tick box:</i> <i>Ticked = transmit value</i>
Value (0-255)*	Value transmitted in the case of motion detection.	<i>Can be entered freely:</i> <i>valid values = 0 ... 255*</i>
Dimming value 1 <sup>2)</sup>		<i>Sliding controller:</i> <i>Value range = 0 ... 100 %*</i>
Telegram at end of presence detection	Defines whether a value is transmitted at the end of motion detection (after delay time and additional delay, if applicable).	<i>Tick box:</i> <i>Ticked = transmit value</i>
Value (0-255) <sup>3)</sup>	Value transmitted at end of motion detection	<i>Can be entered freely:</i> <i>valid values = 0* ... 255</i>
Dimming value 1 <sup>4)</sup>		<i>Sliding controller:</i> <i>Value range = 0* ... 100 %</i>

<sup>1)</sup> Only visible if "Telegram at start of presence detection" is ticked and "Value 1 byte" has been parameterised as "Value (0-255)".

<sup>2)</sup> Only visible if "Telegram at start of presence detection" is ticked and "Value 1 byte" has been parameterised as "Percent (0-100 %)".

<sup>3)</sup> Only visible if "Telegram at end of presence detection" is ticked and "Value 1 byte" has been parameterised as "Value (0-255)".

<sup>4)</sup> Only visible if "Telegram at end of presence detection" is ticked and "Value 1 byte" has been parameterised as "Percent (0-100 %)".

Table 13: "Value transmitter" function parameters

Lighting channel 1/2 communication object, "Value in % / Value (0-255)"

No.	Name	Object function	Length	Data type
11	Lighting channel 1	Value (0-255)	1 byte	5.010 Counting pulses
15	Lighting channel 2			
11	Lighting channel 1	Value in %	1 byte	5.001 Percentage (0...100%)
15	Lighting channel 2			

\* Default value

## 4.4 "Scene extension unit" function (motion detection channel)

Parameters for configuring the "Scene" function in the case of the motion detection channels (Figure 8).

The motion detector can use the "Scene" function as a scene extension unit. The function is used to call up configured light scenes that are stored in other KNX devices. The device can call up a maximum of 64 scenes. In the case of motion detection and/or at the end of motion detection, the device transmits a value between 0 and 63 (where value 0 corresponds to scene 1 and value 63 corresponds to scene 64) to the bus via the corresponding communication object.

Parameters	Description	Value
Telegram at start of presence detection	Defines whether a scene number is transmitted in the case of motion detection.	<i>Tick box:</i> <i>Ticked = transmit scene number</i>
Scene number <sup>1)</sup>	Scene number that is transmitted in the case of motion detection.	<i>Can be entered freely:</i> <i>Value range = 1* ... 64</i>
Telegram at end of presence detection	Defines whether a scene number is transmitted at the end of motion detection (after delay time and additional delay, if applicable).	<i>Tick box:</i> <i>Ticked = transmit scene number</i>
Scene number <sup>2)</sup>	Scene number that is transmitted at the end of motion detection	<i>Can be entered freely:</i> <i>Value range = 1* ... 64</i>

<sup>1)</sup> Only visible if "Telegram at start of presence detection" has been ticked.

<sup>2)</sup> Only visible if "Telegram at end of presence detection" has been ticked.

Table 14: "Scene" function parameters

Lighting channel 1/2 communication object, "Scene"

No.	Name	Object function	Length	Data type
11	Lighting channel 1	Scene	1 byte	18.001 Scene control
15	Lighting channel 2			

\* Default value

## 4.5 "Timer" function (motion detection channel)

Parameters for configuring the timer function in the case of the motion detection channels (Figure 8).

**i** The "Timer" function can only be configured in conjunction with suitable actuators that have the corresponding timer communication object (such as TYM/TXM).

When the function is used in the motion detection channel, a start command is transmitted to the bus via the timer object of the motion detector each time motion is detected. Each time motion is detected after this, another start command is transmitted. When a start command is transmitted to the "Timer" object for the actuator, the corresponding output switches on for the time set in the actuator. The switch-on time and the behaviour for retriggering are parameterised in the actuator. Stop commands cannot be triggered by the motion detection channel.

Parameters	Description	Value
Telegram at start of presence detection	Defines whether a start telegram is transmitted in the case of motion detection.	<i>Tick box:</i> <i>Ticked =</i> <i>transmit start telegram</i>

Table 15: "Timer" function parameters

Lighting channel 1/2 communication object, "Timer"

No.	Name	Object function	Length	Data type
10	Lighting channel 1	Timer	1 bits	1.010 Start/Stop
14	Lighting channel 2			

## 4.6 "Roller shutter/blind" function (motion detection channel)

### 4.6.1 Function Up/Down

Parameters for configuring the "Up/Down" functions in the case of the motion detection channels.

Up/down telegrams can be transmitted for blinds/roller shutters in relation to motions that take place. The telegrams for detection/end of detection start the blinds/roller shutters moving up/down; the duration for which they are moved up/down is defined in the actuator.

**i** For most actuators, this duration is set to 2 minutes by default.

Parameters	Description	Value
Function	Selection concerning whether a motion telegram is transmitted in the case of motion detection, and which one.	<b>Not active *</b> UP DOWN
Function	Selection concerning whether a motion telegram is transmitted at the end of motion detection (after delay time and additional delay, if applicable), and which one.	<b>Not active *</b> UP DOWN

Table 16: "Up/Down" function parameters

Lighting channel 1/2 communication object, "Up/Down"

No.	Name	Object function	Length	Data type
10	Lighting channel 1	Up/Down	1 bits	1.008 Up/Down
14	Lighting channel 2			

\* Default value

#### 4.6.2 "Roller shutter position" function

Parameters for configuring the "Roller shutter position" functions for motion detection channels. It is possible to move blinds/roller shutters to freely parameterisable positions in relation to motions that take place.

Parameters	Description	Value
Telegram at start of presence detection	Defines whether a position telegram is transmitted in the case of motion detection.	<i>Tick box:</i> <i>Ticked =</i> <i>transmit position value</i>
Position (0-100%) <sup>1)</sup>	Value for position that is transmitted in the case of motion detection.	<i>Sliding controller:</i> <i>Value range = 0* ... 100 %</i>
Telegram at end of presence detection	Defines whether a position telegram is transmitted at the end of motion detection (after delay time and additional delay, if applicable).	<i>Tick box:</i> <i>Ticked =</i> <i>transmit position value</i>
Position (0-100%) <sup>2)</sup>	Value for position that is transmitted at the end of motion detection	<i>Sliding controller:</i> <i>Value range = 0* ... 100 %</i>

<sup>1)</sup> Only visible if "Telegram at start of presence detection" has been ticked.

<sup>2)</sup> Only visible if "Telegram at end of presence detection" has been ticked.

Table 17: Parameter Roller shutter position function

Lighting channel 1/2 communication object, "Roller shutter position"

No.	Name	Object function	Length	Data type
11	Lighting channel 1	Position in % automatic control	1 byte	5.001 Percentage (0..100%)
15	Lighting channel 2			

\* Default value



### 4.6.3 "Slat position" function

Parameters for configuring the "Slat position" functions for motion detection channels.

It is possible to set the slat angles of blinds to freely parameterisable positions in relation to motions that take place.

Parameters	Description	Value
Telegram at start of presence detection	Defines whether a position telegram is transmitted in the case of motion detection.	<i>Tick box:</i> <i>Ticked =</i> <i>transmit position value</i>
Slat angle (0-100%) <sup>1)</sup>	Value for slat position that is transmitted in the case of motion detection.	<i>Sliding controller:</i> <i>Value range = 0* ... 100 %</i>
Telegram at end of presence detection	Defines whether a position telegram is transmitted at the end of motion detection (after delay time and additional delay, if applicable).	<i>Tick box:</i> <i>Ticked =</i> <i>transmit position value</i>
Slat angle (0-100%) <sup>2)</sup>	Value for slat position that is transmitted at the end of motion detection	<i>Sliding controller:</i> <i>Value range = 0* ... 100 %</i>

<sup>1)</sup> Only visible if "Telegram at start of presence detection" has been ticked.

<sup>2)</sup> Only visible if "Telegram at end of presence detection" has been ticked.

Table 18: "Slat position" function parameters

Lighting channel 1/2 communication object, "Slat position"

No.	Name	Object function	Length	Data type
12	Lighting channel 1	Slat angle in % automatic control	1 byte	5.001 Percentage (0..100%)
16	Lighting channel 2			

\* Default value

#### 4.6.4 "Position/Slat angle (0-100 %)" function

Parameters for configuring the "Position/Slat angle (0-100 %)" functions in the case of the motion detection channels.

It is possible to move blinds to freely parameterisable positions and set slat angles in relation to motions that take place.

Parameters	Description	Value
Telegram at start of presence detection	Defines whether a position telegram is transmitted in the case of motion detection.	<i>Tick box:</i> <i>Ticked =</i> <i>transmit position value</i>
Position (0-100%) <sup>1)</sup>	Value for position that is transmitted in the case of motion detection.	<i>Sliding controller:</i> <i>Value range = 0* ... 100 %</i>
Slat angle (0-100%) <sup>1)</sup>	Value for slat position that is transmitted in the case of motion detection.	<i>Sliding controller:</i> <i>Value range = 0* ... 100 %</i>
Telegram at end of presence detection	Defines whether a position telegram is transmitted at the end of motion detection (after delay time and additional delay, if applicable).	<i>Tick box:</i> <i>Ticked =</i> <i>transmit position value</i>
Position (0-100%) <sup>2)</sup>	Value for position that is transmitted at the end of motion detection	<i>Sliding controller:</i> <i>Value range = 0* ... 100 %</i>
Slat angle (0-100%) <sup>1)2)</sup>	Value for slat position that is transmitted at the end of motion detection	<i>Sliding controller:</i> <i>Value range = 0* ... 100 %</i>

<sup>1)</sup> Only visible if "Telegram at start of presence detection" has been ticked.

<sup>2)</sup> Only visible if "Telegram at end of presence detection" has been ticked.

Table 19: "Position/Slat angle (0-100 %)" function parameters

Lighting channel 1/2 communication object, "Position/Slat angle (0-100 %)"

No.	Name	Object function	Length	Data type
11	Lighting channel 1	Position in % automatic control	1 byte	5.001 Percentage (0..100%)
15	Lighting channel 2			
12	Lighting channel 1	Slat angle in % automatic control	1 byte	5.001 Percentage (0..100%)
16	Lighting channel 2			

\* Default value

## 4.7 Operating mode changeover (motion detection channel)

Parameters for configuring the operating mode change-over functions in the case of the motion detection channels.

The heating operating mode (comfort, night, etc.) can be specified in relation to motions that take place.

**i** Due to the inertia demonstrated by heating systems, we recommend only using this function under certain circumstances.

Parameters	Description	Value
Telegram at start of presence detection	Defines whether an operating mode is transmitted in the case of motion detection.	<i>Tick box:</i> <i>Ticked =</i> <i>transmit operating mode</i>
Current operating mode <sup>1)</sup>	Operating mode that is transmitted in the case of motion detection.	<b>Auto *</b> Comfort Standby Night lowering Frost protection
Telegram at end of presence detection	Defines whether an operating mode is transmitted at the end of motion detection (after delay time and additional delay, if applicable).	<i>Tick box:</i> <i>Ticked =</i> <i>transmit operating mode</i>
Current operating mode <sup>2)</sup>	Value for position that is transmitted at the end of motion detection	Auto <b>Comfort*</b> Standby Night lowering Frost protection

<sup>1)</sup> Only visible if "Telegram at start of presence detection" has been ticked.

<sup>2)</sup> Only visible if "Telegram at end of presence detection" has been ticked.

Table 20: "Operating mode change-over" function parameters

Lighting channel 1/2 communication object, "Operating mode change-over"

No.	Name	Object function	Length	Data type
11	Lighting channel 1	Operating mode change-over automatic control	1 byte	5.001 Percentage (0..100%)
15	Lighting channel 2			

\* Default value

## 5. Monitoring "Detection channel"

With this function, the basic settings required for motion detection are made.

+ General-presence detection	Alarm monitoring period	5 s
+ Channel 1	Number of detections	1
+ Channel 2	Telegram by start of presence detection	ON
- Surveillance	Periodical emission	<input checked="" type="checkbox"/>
	Periodical emission delay	30 min
Surveillance	Emission by new detection	<input checked="" type="checkbox"/>
Lock-up	Telegram by end of presence detection	ON
+ General- push-button	Emission time delay	100 ms
+ Push-button	Selection overrun time	<input checked="" type="radio"/> Potentiometer settings <input type="radio"/> Fixed parameter
+ Internal temperature sensor	Lock-up duration after end of detection	5 s

Figure 12: Monitoring

Parameters	Description	Value
Monitoring time	Defines the period of time during which a certain number of motion detections must be identified in order for a telegram to be triggered.	<b>Not active *</b> 5 s ... 8 h

All subsequent parameters are only visible if a time is set in the "Delay time" parameter.

Number of detections	Defines how many detections need to be identified in the set monitoring time in order for a telegram to be triggered.	1 ... 255
Telegram at start of presence detection	Defines whether an operating mode is transmitted in the case of motion detection.	<b>Not active *</b> On Off
Periodical emission	Defines whether a telegram with the function variable (value, switching value, etc.) is to be emitted periodically.	<i>Tick box:</i> <i>Ticked =</i> <i>periodical emission is activated</i>
Time for periodical emission <sup>1)</sup>	Selection of time for periodical emission of function variable.	5 s ... <b>30 min *</b> ... 8 h
Transmit on new detection	Defines whether a telegram with the function variable (value, switching value, etc.) is to be emitted at a new instance of motion detection (retriggering).	<i>Tick box:</i> <i>Ticked =</i> <i>retriggering is activated</i>
Telegram at end of presence detection	Defines whether an operating mode is transmitted at the end of motion detection (after delay time and additional delay, if applicable).	<b>Not active *</b> On Off
Transmission delay	Defines whether and with how much delay a telegram with the function variable (value, switching value, etc.) is to be transmitted at the end of detection.	<b>Not active *</b> 100 ms - 8 h
Delay time selection	Selection of source that is used to determine the delay time.	<b>Settings at device *</b> Defined value

Delay time <sup>2)</sup>	Field for selecting the length of the delay time	Impulse 5 s ... <b>1 min</b> * ... 8 h
Blocking time after end of detection	Defines the interlock time after a telegram is transmitted at the end of detection	<b>5 s</b> * ... 10 min

<sup>1)</sup> *Only visible if "Periodical emission" has been ticked.*

<sup>2)</sup> *Only visible if "Delay time selection – Fixed value" has been ticked.*

Table 21: Parameter Monitoring "Detection channel"

## 6. Push-button parameters

The next sections describe how to configure a button when it is being used as a KNX button.

To display the parameters, the **Multifunctional push-button** setting must be selected for the button operating mode.

### 6.1 General

Global parameter settings for the behaviour when the button is operated are made under "General".

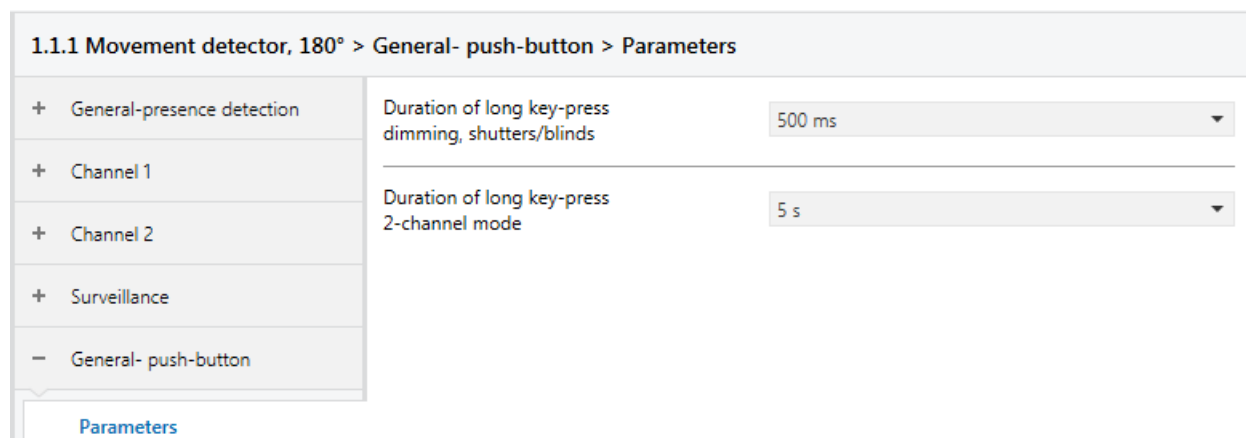


Figure 13: "General" parameters

Parameters	Description	Value
Time for long key-press (TD) (dimming, shutter/blind)	Definition of the moment from when a long push-button action is detected. This distinction is required in the "Dimming" function, for example, to switch on (short TD) or dim (long TD) the lighting.	400 ms - <b>500 ms</b> * - 1 s
Time for long key-press (TD) (2-channel mode)	Definition of the moment from when a long push-button action is detected for the 2 channel mode.	500 ms - <b>5 s</b> * - 10 s

Table 22: General-Push-button "Parameter"

\* Default value

## 6.2 General-Push-button blocking function

In the following parameter window, the function and selection options of the "Blocking function" for the operation button are configured.

The screenshot shows a software interface for configuring a General-Push-button. On the left is a sidebar with a tree view containing: '+ General-presence detection', '+ Channel 1', '+ Channel 2', '+ Surveillance', '- General- push-button', 'Parameters', and 'Lock-up'. The 'Lock-up' item is selected and highlighted in blue. The main area displays the configuration for 'Lock-up':

- Lock-up:** A checked checkbox.
- Polarity of lock-up object:** Radio buttons for 'ON = 0' and 'ON = 1'. 'ON = 1' is selected.
- Function of LED lock-up:** A dropdown menu showing 'Blinking'.
- LED colour:** A dropdown menu showing 'Green'.

Figure 14: General-Push-button "Blocking function"

Parameters	Description	Value
Blocking function	Defines whether the blocking function is executed.	<i>Tick box:</i> <i>Ticked = blocking parameterisable</i>
Polarity of blocking object <sup>1)</sup>	This parameter defines at what value the blocking function is activated.	<b>ON = 1*</b> ON = 0
LED lock-up <sup>1)</sup>	This parameter sets the function of the LED when lock-up is active.	<b>Off *</b> On Blinking
Colour of LED <sup>1)</sup>	This parameter sets the colour of the LED when lock-up is active.	Off <b>Red *</b> Green Blue Red + green Red + blue Blue + green

<sup>1)</sup> Only visible if "Blocking function" has been ticked.

Table 23: General "Lock-up"

No.	Name	Object function	Length	Data type
2	General-Presence detection	Blocking function	1 bits	1.003 DPT_Enable

To activate the blocking function, the "Blocking function" must be explicitly activated (i.e. ticked) in the "General-Push-button" parameter branch.

After bus voltage recovery, a lock-up remains active if it was activated before the bus voltage failed. The lock-up is always deactivated after a programming process by the ETS.

The polarity of the lock-up object can be parameterised.

If the polarity of the lock-up object is set to "Inverted (ON = 0)", the push-button is not immediately locked in the event of bus voltage recovery or after a download if no lock-up was switched on before the bus voltage failed. In such cases, the lock-up is only activated in the event of an object update (value = "0") for the lock-up object!

\* Default value

## 7. "Button" function parameters

### 7.1 General information

This paragraph describes the configuration of the operation button. For this purpose, the "Multifunctional push-button" must be selected beforehand under "General-Presence detection --> Operation button behaviour". This function enables independent operation as a push-button, in a way that is completely separate from the motion detector function.

#### 7.1.1 Function of the button and the status LED

The status LED can be assigned a function to represent each button function.

+ General-presence detection	Function	ON/OFF
+ Channel 1	Function by press	ON
+ Channel 2	Emission time delay by press	Immediate emission
+ Surveillance	Function on release	OFF
+ General- push-button	Emission time delay on release	Immediate emission
- Push-button	Function of LED status	Always ON
	LED colour for ON	Green
Function		Buzzer acknowledgement on key press <input checked="" type="checkbox"/>

Figure 15: Function type of the independent push-button(s)

Parameters	Description	Value
Function of the button	Function selection for the button.	<b>Not active *</b> Toggle switch ON/OFF Dimming Shutter/blind Timer 1 Value 1 byte Value 2 bytes Thermostat extension Priority Scene 2-channel mode Automatic control deactivation
LED status	Defines the display functions for the status LED The adjustable values vary according to the set function.	<b>Always OFF *</b> Always ON 2 Acknowledgement 3 Status indication 4 Control through separately object Comparator unsigned Comparator signed
The parameters below vary according to the function selected for the status LED		
LED colour for ON	Colour setting of status LED for displaying the "ON" state	Off Red <b>Green *</b> Blue Red + green Red + blue Green + blue



LED colour for OFF	Colour setting of status LED for displaying the "OFF" state	Off <b>Red *</b> Green Blue Red + green Red + blue Green + blue
LED behaviour	Behaviour setting of status LED when "Status display" is selected.	<b>Status display (ON = 1) *</b> Status display (ON = 0) Status display blinking (ON = 1) Status display blinking (ON = 0)
LED colour (via setpoint)	Colour setting of status LED for "Comparison value above set-point".	Off <b>Red *</b> Green Blue Red + green Red + blue Green + blue
LED colour (equal to setpoint)	Colour setting of status LED for "Comparison value equal to set-point".	Off Red <b>Green *</b> Blue Red + green Red + blue Green + blue
LED colour (below setpoint)	Colour setting of status LED for "Comparison value under set-point".	Off Red Green <b>Blue *</b> Red + green Red + blue Green + blue
Comparison function (unsigned)	Setting concerning which value, 1 byte or 2 bytes, is to be compared in the comparison function.	<b>Comparison of 2 bytes unsigned *</b> Comparison of 1 byte unsigned
Comparison setpoint of 2 bytes unsigned	This parameter sets the 2-byte comparison setpoint.	<b>0 * ... 65535</b>
Comparison setpoint of 1 byte unsigned	This parameter sets the 1-byte comparison setpoint.	<b>0 * ... 255</b>
Comparison function (signed)	Setting concerning whether the 1 byte or 2 bytes value is to be compared in the comparison function.	<b>Comparison of 2 bytes signed *</b> Comparison of 1 byte signed
Comparison setpoint of 2 bytes signed	Setting for the 2 bytes comparison setpoint.	-32768 ... <b>0 * ... 32767</b>
Comparison setpoint of 1 byte signed	Setting for the 1 byte comparison setpoint.	-128 ... <b>0 * ... 127</b>

Table 24: "Button function type" parameters

<sup>1</sup> Not visible if the "Inactive", "Value 1/2 bytes", "Room thermostat extension unit", "Scene" or "Step switch" function is selected.

\* Default value

## 7.2 "Toggle switch" function

The toggle switch function is used for changing over. When the function is active, repeatedly pressing the same button triggers an alternating switching command.

The screenshot shows the configuration interface for the "Toggle switch" function. On the left, a sidebar lists various functions: General-presence detection, Channel 1, Channel 2, Surveillance, General- push-button, and Push-button. The "Function" tab is selected. The main configuration area for "Toggle switch" includes: "Time limited" (unchecked, with a red box around the '1' in the label), "Function of LED status" (set to "Always ON"), "LED colour for ON" (set to "Green"), and "Buzzer acknowledgement on key press" (checked).

Figure 16: "Toggle switch" function of the push-button(s)

### "Toggle switch" function communication objects (button)

No.	Name	Object function	Length	Data type
28	Button	ON/OFF status indication	1 bits	1.001 DPT_ON/OFF
33	Button	Switching	1 bits	1.001 DPT_ON/OFF

### "Toggle switch" function – time limited

Pressing the button quickly changes the output state. The state changes each time a short key-press occurs. If the button is not pressed, the output is switched off after the time set in the output. Pressing the button for a long time retriggers the switch-off time.

Details: when a short key-press occurs, the push-button transmits the reversal of the last command received on the status object via the on pulse object. When the button is pressed for a long time, the push-button transmits an ON command via the on pulse object.

An ON command on the on pulse object of the Hager TXA products switches on the output for the time set.

An OFF command on the on pulse object switches off the output. If an ON command follows even though the output is still switched on, the switch-on time is restarted (retriggered).

### 7.3 "ON/OFF" function

The different function variants of the "ON/OFF" function are presented and described in the parameter window below.

+ General-presence detection

+ Channel 1

+ Channel 2

+ Surveillance

+ General- push-button

- Push-button

Function

Function by press

Emission time delay by press

Function on release

Emission time delay on release

Function of LED status

LED colour for ON

Buzzer acknowledgement on key press

ON/OFF

ON

Immediate emission

OFF

Immediate emission

Always ON

Green

☒

Figure 17: "Function by press/on release" parameters

The independent button can trigger different responses for the two actuation functions PRESS/RELEASE.

Parameters	Description	Value
Function by press/on release (individual push-button configuration)	This parameter defines the function of the button.	<b>Not active *</b> ON OFF
Emission time delay by press/upon release	This parameter defines when the button command is to be transmitted to the bus.	<b>Immediate emission *</b> 1 s - 5 min

Table 25: "Function by press/on release" ON/OFF parameters

#### "ON/OFF" function communication objects

No.	Name	Object function	Length	Data type
28 <sup>1</sup>	Button	ON/OFF status indication	1 bits	1.001 DPT_ON/OFF
33	Button	Switching	1 bits	1.001 DPT_ON/OFF

<sup>1</sup> Only available with the "Status display" LED function.

\* Default value

## 7.4 "Dimming" Function

The "Dimming" function is described below. The lighting can be switched on/off (short press of button) and dimmed brighter/darker (long press of button) with the "Dimming" function.

The "One push-button" function is preset. Each time a short press of the button occurs, the push-button transmits alternate switch-on and switch-off telegrams ("Toggle switch"). A long press causes the push-button to transmit "Brighter" and "Darker" telegrams alternately. In principle, any setting can be made for the command button function that applies when the button is pressed.

Figure 18: "Dimming" Function

Parameters	Description	Value
Function of the "Dimming" button	Function setting when the button is pressed in the "Dimming" function. The value in brackets specifies the function that applies with a short press of the button.	<b>Increase (ON) *</b> Decrease (OFF) Increase (toggle switch) Decrease (toggle switch) Increase/Decrease (toggle switch) Dimming value
Dimming value	Setting for the dimming value to be transmitted	<i>Sliding controller:</i> <i>Value range = 0 ... 100 %</i>

<sup>1</sup> Only visible if the "Dimming value" button function has been selected.

Table 26: Rocker/button "Dimming" function

In addition to the dimming communication objects, the ON/OFF communication objects are also visible. Two separate group addresses for ON/OFF and dimming must be created and connected with the corresponding communication objects.

If the "Dimming – dimming value" function is selected, the dimming value is to be set by means of the sliderbar (0 % ... 100 %). Only one communication object can be selected in this function. The "Dimming – dimming value" function assigns a specific brightness value to the lamp via the connected actuator.

"Dimming" function communication objects

No.	Name	Object function	Length	Data type
28	Button	ON/OFF status indication	1 bits	1.001 DPT_ON/OFF
33	Button	Switching	1 bits	1.001 DPT_ON/OFF
36	Button	Dimming	4 bits	3.007 DPT_Dimmer step

"Dimming value" function communication objects (button)

No.	Name	Object function	Length	Data type
28	Button	ON/OFF status indication	1 bits	1.001 DPT_ON/OFF
37	Button x	Dimming value	1 byte	5.001 DPT_Percentage (0-100 %)

\* Default value

## 7.5 "Shutter/blind" function

The "Roller shutter/blind" function for the button is configured in the parameter windows below.

This function is used for activating roller shutters, blinds, awnings and other hangings. In the "Shutter/blind" function, a distinction is made between long and short key-presses.

- Short button press: the device transmits a step or stop command to the bus via the Slat Step/Stop (step) communication object.
- Long button press: The device transmits a motion command (Up/Down) to the bus via the Up/Down (move) communication object.

The function is controlled using the button in toggle mode: for example, setting the first press of the button to open the blind and the next press to close it.

Figure 19: "Shutter/blind" function

### Operating concepts for the roller shutter / blind function

Five different operating concepts are available in the application for activating roller shutters, blinds or similar hangings. In these operating concepts, the telegrams are transmitted to the bus with a different time sequence. This allows the widest range of drive concepts to be set and operated.

Parameters	Description	Value
Operating concept	This parameter selects the operating concept of the "Roller shutter/blind" function	<b>Hager/Berker behaviour *</b> Short – Long – Short Long – Short Short – Long Long – Short or Short
Operating mode	This parameter selects the type of the hanging	<b>Roller shutter *</b> Roller shutter and blind
Additional control position	Additional communication objects become visible when this function is activated. A long button press makes it possible to approach the set position.	<b>Not active *</b> Active
Position (0-100%) <sup>1)</sup> <small>Visible with roller shutter function or roller shutter and blind function</small>	The sliderbar can be used to set the corresponding position value as a percentage (object 38).	0 ... 100%
Slat angle (0-100%) <sup>1)</sup> <small>Only visible with roller shutter and blind function</small>	The sliderbar can be used to set the corresponding slat angle as a percentage (object 39).	0 ... 100%

Table 27: "Roller shutter/blind" operating concept

<sup>1)</sup> This parameter is only visible if the value **Active** is selected under **Additional control position**.

Additional control position:

Communication objects 38 (position) and 39 (slat angle) become visible when this function is activated. A long button press moves the roller shutter/blind to the set position (up/down). If the button is pressed within 1 second (short or long press), the slat angle is moved to the corresponding position.

---

\* Default value

### 7.5.1 HAGER operating concept

**i** The "Hager/Berker behaviour" has been specially adapted to the new Hager/Berker switching/blind actuators as well as the blind and roller shutter actuators.

Parameters	Description	Value
Shutter function	Selection of button function for operating the hanging (when sun protection type = roller shutter is selected)	Up Down Up/Down/Stop Position (0-100 %) Secured up Secured down Secured up/down/stop
Function blind	Selection of button function for operating the hanging (when sun protection type = blind is selected)	Up Down Up/Down/Stop Position (0-100 %) Position/Slat angle (0-100 %) Slat angle (0-100 %) Secured up Secured down Secured up/down/stop
Position (0..100%) <sup>1</sup>	Setting for roller shutter/blind position that is approached when the button is pressed	<i>Sliding controller:</i> <i>Value range = 0 % * ... 100 %</i>
Slat angle (0..100%) <sup>2</sup>	Slat angle setting for blind that is applied when the button is pressed.	<i>Sliding controller:</i> <i>Value range = 0 % * ... 100 %</i>

Table 28: Parameters in the Hager using mode

<sup>1</sup> This parameter is not visible until the value "Position (0-100 %)" or "Position/Slat angle (0-100 %)" is selected for "Roller shutter/blind" function.

<sup>2</sup> This parameter is not visible until the value "Position/Slat angle (0-100 %)" is selected for "Roller shutter/blind" function.

\* Default value

### 7.5.2 "Short – Long – Short" operating concept

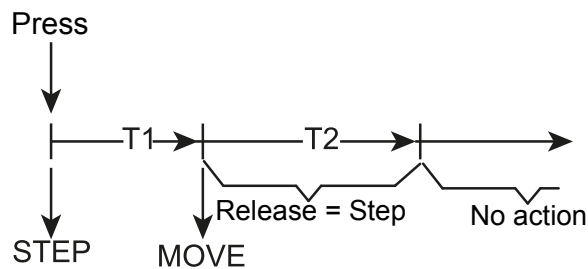


Figure 20: "Short – Long – Short" operating concept

As soon as the button is pressed, the device transmits a step telegram to the bus. As a result, a moving drive is stopped and the time T1 ("the time between a step and move command") is started. If the button is released again within T1, no further telegram is transmitted. This step stops an ongoing continuous move.

**i** The "time between a step and move command" in the device should be set shorter than the step operation of the actuator so that no disturbing buckling of the blind occurs.

If the button is kept pressed for longer than T1, the push-button transmits a move telegram for extending the drive after T1 has expired and the time T2 ("slat adjusting time") is started.

If the button is released within the slat adjusting time, the device transmits another short-time telegram. This function is used for the slat adjustment of a blind. As a result, the slats can be stopped at any position within their rotation. The length of the "slat adjusting time" selected should be as long as the time required by the drive to turn the slats completely. If the "slat adjusting time" selected is longer than the complete operation time of the drive, a touch function is also possible. The driver only moves if the button is pressed down.

If the button is pressed down longer than T2, the device does not transmit any further telegram. The drive continues moving until the end position is reached.

Times T1 ("time between a step and move command") and T2 ("slat adjusting time") must first be adjusted.



Parameters	Description	Value
Duration between short and long button press	Setting of T1. T1 is the time between a step and move command	1 ... <b>4</b> * ... 3000 (x100 ms)
Duration of the slat angle setting T2	Setting of T2 T2 is the slat adjusting time.	1 ... <b>5</b> * ... 3000 (x100 ms)
Operating mode	This parameter selects the type of the hanging	<b>Roller shutter *</b> roller shutter and blind
Roller shutter function 2	Selection of button function for operating the hanging (when sun protection type = roller shutter is selected)	<b>Up *</b> Down Up/Down/Stop Position (0..100%)
Function blind	Selection of button function for operating the hanging (when sun protection type = blind is selected)	<b>Up *</b> Down Up/Down/Stop Position (0-100 %) Position/slat angle (0-100 %) Slat angle (0-100 %)
Position (0..100%) <sup>1</sup>	Setting for roller shutter/blind position that is approached when the button is pressed	<i>Sliding controller:</i> <i>Value range = 0 % * ... 100 %</i>
Slat angle (0..100%) <sup>2</sup>	Slat angle setting for blind that is applied when the button is pressed.	<i>Sliding controller:</i> <i>Value range = 0 % * ... 100 %</i>

<sup>1</sup> This parameter is not visible until the value "Position (0-100 %)" or "Position/Slat angle (0-100 %)" is selected for "Roller shutter/blind" function.

<sup>2</sup> This parameter is not visible until the value "Position/Slat angle (0-100 %)" is selected for "Roller shutter/blind" function.

Table 29: Parameter in the "Short - long - short" operating concept

### 7.5.3 "Long – Short" operating concept

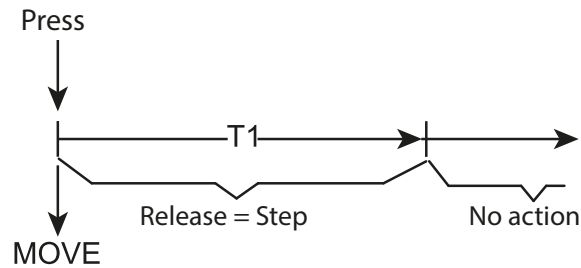


Figure 21: "Long – Short" operating concept

Immediately upon pressing the button, the device transmits a long-time telegram (Move). As a result, the drive starts moving and time T1 ("slat adjusting time") is started.

If the button is released during the slat adjusting time, the device transmits a step telegram. This function is used for the slat adjustment of a blind. As a result, the slats can be stopped at any position within their rotation. The length of the "slat adjusting time" selected should be as long as the time required by the drive to turn the slats completely. If the "slat adjusting time" selected is longer than the complete operation time of the drive, a touch function is also possible. The driver only moves if the button is pressed down.

If the button is pressed down longer than T1, the device does not transmit any further telegram. The drive continues moving until the end position is reached.

Time T1 ("time between a step and move command") must first be adjusted.

Parameters	Description	Value
Duration between short and long button press	Setting of T1. T1 is the time between a step and move command	1 ... 4 * ... 3000 (x100 ms)
Operating mode	This parameter selects the type of the hanging	<b>Roller shutter *</b> roller shutter and blind
Roller shutter function 2	Selection of button function for operating the hanging (when sun protection type = roller shutter is selected)	<b>Up *</b> Down Up/Down/Stop Position (0..100%)
Function blind	Selection of button function for operating the hanging (when sun protection type = blind is selected)	<b>Up *</b> Down Up/Down/Stop Position (0-100 %) Position/slat angle (0-100 %) Slat angle (0-100 %)
Position (0..100%) <sup>1</sup>	Setting for roller shutter/blind position that is approached when the button is pressed	<i>Sliding controller:</i> Value range = 0 % * ... 100 %
Slat angle (0..100%) <sup>2</sup>	Slat angle setting for blind that is applied when the button is pressed.	<i>Sliding controller:</i> Value range = 0 % * ... 100 %

<sup>1</sup> This parameter is not visible until the value "Position (0-100 %)" or "Position/Slat angle (0-100 %)" is selected for "Roller shutter/blind" function.

<sup>2</sup> This parameter is not visible until the value "Position/Slat angle (0-100 %)" is selected for "Roller shutter/blind" function.

Table 30: Parameter in the "Short - Long" operating concept

\* Default value

## 7.5.4 "Short – Long" operating concept

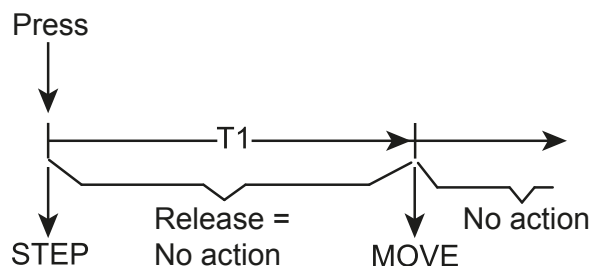


Figure 22: "Short – Long" using mode

Immediately upon pressing the button, the device transmits a short-time telegram. As a result, a moving drive is stopped and the time T1 ("the time between a step and move command") is started. If the button is released again within T1, no further telegram is transmitted. This step stops an ongoing continuous move. The "time between a step and move command" in the push-button should be set shorter than the step operation of the actuator so that no disturbing buckling of the blind occurs.

If the button is kept pressed longer than T1, the push-button transmits a long-time telegram for extending the driver after T1 has expired.

When the button is released, the push-button does not transmit any further telegram. The drive continues moving until the end position is reached.

Times T1 ("time between a step and move command") and T2 ("slat adjusting time") must first be adjusted.

Parameters	Description	Value
Duration between short-long key-press T1	Setting of T1. T1 is the time between a step and move command	1 ... <b>4</b> * ... 3000 (x100 ms)
Operating mode	This parameter selects the type of the hanging	<b>Roller shutter *</b> roller shutter and blind
Roller shutter function 2	Selection of button function for operating the hanging (when sun protection type = roller shutter is selected)	<b>Up *</b> Down Up/Down/Stop Position (0..100%)
Function blind	Selection of button function for operating the hanging (when sun protection type = blind is selected)	<b>Up *</b> Down Up/Down/Stop Position (0-100 %) Position/slat angle (0-100 %) Slat angle (0-100 %)
Position (0..100%) <sup>1</sup>	Setting for roller shutter/blind position that is approached when the button is pressed	<i>Sliding controller:</i> <i>Value range = 0 % * ... 100 %</i>
Slat angle (0..100%) <sup>2</sup>	Slat angle setting for blind that is applied when the button is pressed.	<i>Sliding controller:</i> <i>Value range = 0 % * ... 100 %</i>

<sup>1</sup> This parameter is not visible until the value "Position (0-100 %)" or "Position/Slat angle (0-100 %)" is selected for "Roller shutter/blind" function.

<sup>2</sup> This parameter is not visible until the value "Position/Slat angle (0-100 %)" is selected for "Roller shutter/blind" function.

Table 31: Parameter in the "Short-long-short" operating concept

\* Default value

### 7.5.5 "Long – Short or Short" operating concept

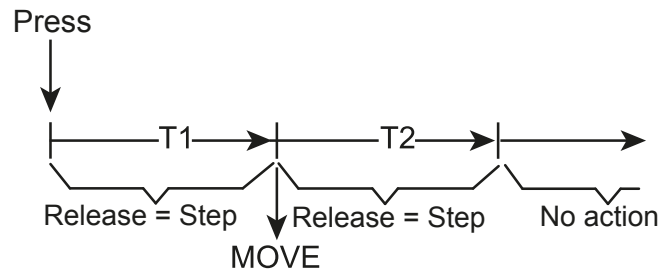


Figure 23: "Long – Short or Short" operating concept

As soon as the button is pressed, the device starts the time T1 ("time between a step and move command") and waits. If the button is released again before T1 expires, the device transmits a step telegram. In this way, a moving drive can be stopped. A stationary drive turns the slats by one step. If the button remains pressed after T1 has expired, the device transmits a move telegram and starts the time T2 ("slat adjusting time").

If the button is released within T2, the device transmits a short-time telegram. This function is used for the slat adjustment of a blind. As a result, the slats can be stopped at any position within their rotation. The length of the "slat adjusting time" selected should be as long as the time required by the drive to turn the slats completely. If the "slat adjusting time" selected is longer than the complete operation time of the drive, a touch function is also possible. The driver only moves if the button is pressed down.

If the button is pressed down longer than T2, the device does not transmit any further telegram. The drive continues moving until the end position is reached.

Times T1 ("time between a step and move command") and T2 ("slat adjusting time") must first be adjusted.

Parameters	Description	Value
Duration between short-long key-press T1	Setting of T1. T1 is the time between a step and move command	1 ... 4 * ... 3000 (x100 ms)
Duration of the slat angle setting T2	T2 is the slat adjusting time	1 ... 5 * ... 3000 (x100 ms)
Operating mode	This parameter selects the type of the hanging	<b>Roller shutter *</b> roller shutter and blind
Roller shutter function 2	Selection of button function for operating the hanging (when sun protection type = roller shutter is selected)	<b>Up *</b> Down Up/Down/Stop Position (0..100%)
Function blind	Selection of button function for operating the hanging (when sun protection type = blind is selected)	<b>Up *</b> Down Up/Down/Stop Position (0-100 %) Position/slat angle (0-100 %) Slat angle (0-100 %)
Position (0..100%) <sup>1</sup>	Setting for roller shutter/blind position that is approached when the button is pressed	<i>Sliding controller:</i> Value range = 0 % * ... 100 %
Slat angle (0..100%) <sup>2</sup>	Slat angle setting for blind that is applied when the button is pressed.	<i>Sliding controller:</i> Value range = 0 % * ... 100 %

\* Default value

<sup>1</sup> This parameter is not visible until the value "Position (0-100 %)" or "Position/Slat angle (0-100 %)" is selected for "Roller shutter/blind" function.

<sup>2</sup> This parameter is not visible until the value "Position/Slat angle (0-100 %)" is selected for "Roller shutter/blind" function.

Table 32: Parameter in the "Short - long or short" operating concept

## 7.5.6 Communication objects for "Roller shutter/blind" function

"Up/Down" communication objects for shutter/blind operation

No.	Name	Object function	Length	Data type
34	Button	Up/Down	1 bits	1.008 DPT_Up/Down
35	Button	Slat Step/Stop (step)	1 bits	1.007 DPT_Step

"Position (0-100 %)" communication objects for shutter/blind operation

No.	Name	Object function	Length	Data type
38	Button	Position in %	1 byte	5.001 DPT_Percentage (0-100 %)

"Position/Slat angle (0-100 %)" communication objects for shutter/blind operation

No.	Name	Object function	Length	Data type
38	Button x	Position in %	1 byte	5.001 DPT_Percentage (0-100 %)
39	Button x	Slat angle in %	1 byte	5.001 DPT_Percentage (0-100 %)

"Slat angle (0-100 %)" communication objects for shutter/blind operation

No.	Name	Object function	Length	Data type
39	Button x	Slat angle in %	1 byte	5.001 DPT_Percentage (0-100 %)

"Secured up (while pressed)" communication objects for roller shutter/blind operation

No.	Name	Object function	Length	Data type
34	Button	Up/Down	1 bits	1.008 DPT_Up/Down
35	Button	Slat Step/Stop (step)	1 bits	1.007 DPT_Step

"Secured down (while pressed)" communication objects for roller shutter/blind operation

No.	Name	Object function	Length	Data type
34	Button	Up/Down	1 bits	1.008 DPT_Up/Down
35	Button	Slat Step/Stop (step)	1 bits	1.007 DPT_Step

"Secured down (while pressed)" communication objects for roller shutter/blind operation

No.	Name	Object function	Length	Data type
34	Button	Up/Down	1 bits	1.008 DPT_Up/Down
35	Button	Slat Step/Stop (step)	1 bits	1.007 DPT_Step

\* Default value

## 7.6 "Timer" function

In the "Timer" function, when a short key-press occurs, the parameterised switch output is switched for the time set in the switch actuator. When a long key-press occurs, the ongoing timer operation is interrupted and the switch output is switched off.

When a short key-press occurs, a 1-bit switch command is transmitted to the bus and the respective output is switched on. When a long key-press occurs, an OFF command is transmitted by the same 1-bit object.

General-presence detection

Channel 1

Channel 2

Surveillance

General- push-button

Push-button

Function

Function

Function of LED status

LED colour for ON

Buzzer acknowledgement on key press

Figure 24: "Timer" function

An ON command on the "Timer" object in the TXA output products switches on the output for the set time.

If additional ON commands are transmitted to the "Timer" object within 10 s, the switch-on time adds up to. The switch-on time of the output (for the TXA products) is calculated as follows:

$$\text{Switch-on time} = (1 + \text{number of actuations}) \times \text{set time in switch actuator}$$

The set time begins to count down when the last key-press occurs. Pressing the button again after 10 s restarts (retriggers) the time set in the switch actuator. An OFF command switches off the output immediately.

"Timer" communication objects (button)

No.	Name	Object function	Length	Data type
34	Button	Timer	1 bits	1.010 DPT_Start/Stop

## 7.7 "Value 1 byte" function

The "Value 1 byte" function is parameterised and set in the following parameter window.  
A 1 byte communication object is available for this purpose. Pressing a button transmits the set value to the bus.

Figure 25: Function of the "Value 1 byte" independent push-button

Parameters	Description	Value
"Value 1 byte" function	Selection of 1 byte value type that is transmitted when the button is pressed.	<b>Value (0-255) *</b> Percent (0-100 %)
Value (0-255) <sup>1</sup>	Setting of value	<i>Can be entered freely: valid values = 0 ... 255</i>
Value (%) <sup>2</sup>		<i>Sliding controller: Value range = 0 % * ... 100 %</i>

Table 33: Function of "Value 1 byte" button

- <sup>1</sup> Only visible if "Value (0-255)" has been selected for "Value 1 byte".  
<sup>2</sup> Only visible if "Percent (0-100 %)" has been selected for "Value 1 byte".

### "Value 1 byte" communication objects (0-100 %)

No.	Name	Object function	Length	Data type
38	Button	Value in %	1 byte	5.001 DPT_Percentage
38	Button	Value (0-255)	1 byte	5.010 DPT_Counting pulse

The "Value 1 byte" parameter defines which value range the push-button should use. Relative values ranging from 0 to 100 % can be transmitted to the bus for the "Value 1 byte" function by means of a slide control.

\* Default value

## 7.8 "Value 2 bytes" function

The "Value 2 bytes" function is parameterised and set in the following parameter window.  
A 2 bytes communication object is available for this purpose. Pressing a button transmits the set value to the bus.

Figure 26: Function of the "Value 2 byte" independent push-button

Parameters	Description	Value
"Value 2 byte" function	Selection of 2 bytes value type that is transmitted when the button is pressed.	<b>Value (0-65535) *</b> temperature brightness
Value (0-65535) <sup>1</sup>	Setting of value	<i>Can be entered freely: valid values = 0 ... 65535</i>
Temperature (°C) <sup>2</sup>		<i>Can be entered freely: valid values = 0 ... 40°C</i>
Brightness value (Lux) <sup>3</sup>		<i>Can be entered freely: valid values = 0 ... 1000 Lux</i>

Table 34: Function of "Value 2 bytes" button

<sup>1</sup> Only visible if "Value (0-65535)" has been selected for "Value 2 bytes".

<sup>2</sup> Only visible if "Temperature" has been selected for "Value 2 bytes".

<sup>3</sup> Only visible if "Brightness" has been selected for "Value 2 bytes".

### "Value 2 bytes" communication objects (button)

No.	Name	Object function	Length	Data type
41	Button	Value (0-65535)	2 byte	7.001 DPT_Pulse
41	Button	Temperature	2 byte	9.001 DPT_Temperature (°C)
41	Button	Brightness	2 byte	9.004 DPT_Lux (Lux)

\* Default value



## 7.9 Function "Room thermostat extension unit"

This function allows an external KNX room thermostat (KNX thermostat or KNX room controller, for example) to be activated using the push-button operation buttons. This allows the user to set basic controller functions (such as override setpoint, setpoint selection, heating/cooling change-over, presence detection) from different places in the room.

- i** The room thermostat extension unit specifies control parameters, but is not involved in actually controlling the temperature.
- i** The thermostat extension only works properly when all communication objects are connected to the appropriate objects in the associated KNX thermostat via a group address.

+ General-presence detection	Function	Thermostat extension
+ Channel 1	Thermostat extension	Setpoint selection
+ Channel 2	Current mode	Comfort
+ Surveillance	Function of LED status	Always OFF
+ General- push-button	Buzzer acknowledgement on key press	<input checked="" type="checkbox"/>
- Push-button		

Function

Figure 27: Function of "Room thermostat extension unit" button


Parameters	Description	Value
Room thermostat extension unit <sup>1</sup>	Assignment of "Room thermostat extension unit" function when button is pressed.	<b>Override setpoint *</b> Setpoint selection Heating/cooling-changeover Presence
Current operating mode <sup>1</sup>	Specification concerning which operating mode is transmitted to the thermostat when a button is pressed (on the thermostat extension unit).	<b>Comfort *</b> Standby Night setpoint Frost protection Auto
"Setpoint change" <sup>2</sup>	With this parameter, pressing the button in the "Setpoint selection" function changes the setpoint temperature in a thermostat. When a button is pressed, a new set temperature – including the defined increase (+0.5°C or +1.0°C) or decrease (-0.5°C or -1.0°C) – is transmitted to the KNX or KNX thermostat. Two 2-byte objects are available for communication here.	-1.0°C ... <b>+1.0°C *</b>
"Heating/Cooling – change-over" <sup>3</sup>	With this parameter, the function of the heating system (heating/cooling) is changed over each time the button is pressed. Two 1-bit objects are available for communication here (changeover and status indication).	–
"Presence" <sup>4</sup>	Function selection: In this function, a presence specification is activated or deactivated when the button is pressed (e.g. as a means of triggering a comfort extension).	Presence ON <b>Presence OFF *</b> Presence toggle switch

Table 35: Function "Room thermostat extension unit" button

- <sup>1</sup> Only visible if "Operating mode change-over" has been selected for the room thermostat extension unit.
- <sup>2</sup> Only visible if "Setpoint change" has been selected for the room thermostat extension unit.
- <sup>3</sup> Only visible if "Heating/cooling change-over" has been selected for the room thermostat extension unit.
- <sup>4</sup> Only visible if "Presence" has been selected for the room thermostat extension unit.

The "Override setpoint" function allows the "Comfort", "Standby", "Frost protection", "Night setpoint" or "Auto" operating modes to be transmitted to the bus.

**Example:**

- Comfort  
The **Comfort** operating mode sets the room temperature to a temperature value predefined in the thermostat (comfort temperature 21°C, for example) for comfort (presence).
  - Standby  
The **Standby** operating mode reduces the room temperature after leaving the room (brief absence) to a value predefined in the thermostat (19°C, for example).
  - Frost protection  
The **Frost protection** operating mode reduces the heating circuit temperature to a minimum temperature of 7°C defined in the controller to protect against frost damage over night or during periods of extended absence.
  - Night lowering  
The **Night setpoint** operating mode turns down the room temperature during a long absence (holiday, for example) to a value of 17°C, for example, defined in the thermostat.
  - Auto  
The **Auto** operating mode automatically resets the operating mode to the current operating mode (after forced position, for example).
-  With underfloor heating, the change-over from "Comfort" to "Standby" is only noticeable after a certain period of time due to the sluggishness of the underfloor heating system.

\* Default value

#### "Operating mode change-over" communication objects

No.	Name	Object function	Length	Data type
38	Button	Operating mode changeover	1 byte	20.102 DPT_HVAC mode

#### "Heating/cooling change-over" communication objects

No.	Name	Object function	Length	Data type
30	Button	Heating/cooling - status indication	1 bits	1.100 DPT_heating/cooling
34	Button	Heating/cooling-changeover	1 bits	1.100 DPT_heating/cooling

#### "Setpoint change" communication objects

No.	Name	Object function	Length	Data type
33	Button	Setpoint selection	2 byte	9.002 DPT_Temperature difference (°C)
40	Button	Setpoint selection status	2 byte	20.102 DPT_HVAC mode

#### "Presence" communication objects

No.	Name	Object function	Length	Data type
34	Button	Presence	1 bits	1.001 DPT_ON/OFF

## 7.10 "Priority" function

This function allows a switch output to be forced to a switch position by a 2-bit telegram regardless of the ON/OFF object (higher priority).

### The value of the 2-bit telegram is defined as follows:

When "Priority" is active, incoming switch telegrams are still evaluated internally and when "Priority" is no longer active, the current internal switch condition is set to the ON/OFF object value accordingly.

A "Priority" function activated before a bus voltage failure is always deactivated after a bus voltage recovery. The effect of the "Priority" function depends on the actuator channel connected (lighting, shutter/blind, heating).

Figure 28: "Priority" function

Value		Output behaviour
Bit 1	Bit 0	
0	0/1	End of "Priority"
1	0	"Priority" OFF
1	1	"Priority" ON

Table 36: "Priority" 2-bit communication object

Parameters	Description	Value
Operating concept	Function assignment when the button is pressed in the "Priority" function.	<b>Toggle switch *</b> Start Stop
Mandatory control		<b>On, Down, Comfort*</b> Off, Down, Frost protection

Table 37: Function of the "Priority" button

\* Default value

"Priority" communication objects (independent push-button)

No.	Name	Object function	Length	Data type
30	Button x	Priority status indication	1 bits	1.011 DPT_Status
36	Button x	Priority	2 bits	2.002 DPT_Boolean control)

**Example of priority: "Window cleaner" function**

The window cleaner function is an application that prevents a manual operation of the blind/roller shutter from being executed during the window cleaning. As a result, the blind/roller shutter operation is disabled from a central point. Blinds that have already been lowered are moved to the upper stop position. The manual blind/roller shutter function is also enabled from a central point.

## 7.11 "Scene" function

When the "Scene" function is selected, the device is used as a scene extension unit and calls up or changes configured light scenes that are stored in other KNX devices.

Figure 29: "Scene" function

The device can call up a maximum of 64 scenes and store changes. Through a short key-press, the device transmits a value between 0 and 63 (where value 0 corresponds to scene 1 and value 63 corresponds to scene 64) to the bus via the scene control communication object. The scene is called up when the button is released.

Bit number							
7	6	5	4	3	2	1	0
Save	X	Scene number (0 = scene 1 ---- bit no. +1 = scene number)					

Table 38: Structure of 1-byte scene communication object

X = not relevant.

If the scene storing function is activated with a long button press, the scene parameter values can be changed using the device and stored with a long button press. Scene storing can also be deactivated with a long button press (untick box Bild 29, 1).

Parameters	Description	Value
Store scene by long key-press <sup>1</sup>	Activating this function makes it possible to store a scene again if it has been changed (due to new dimming values, shutter positions, etc.).	<i>Tick box:</i> <i>Ticked =</i> <i>changed values can be stored</i>
"Transmission delay"	Transmission delay setting for scene number.	<b>Immediate emission *</b> 1 s ... 5 min
"Scene number"	Assignment of a scene number. If the button is pressed during operation, the scene with the corresponding number is called up.	Scene number (1*-64)

Table 39: "Scene" function

<sup>1</sup> Scene storage is confirmed by the flashing of the status LED (1 second).

"Scene" communication objects (independent push-button)

No.	Name	Object function	Length	Data type
38	Button	Scene	1 byte	18.001 DPT_Scene control

\* Default value

### Example: scene memorisation procedure

- Switch on scene (in this example "Scene TV") by briefly pressing the button (Bild 30, A-1)  
Scene is activated e.g., lighting dimmed to 30%, blind closed to 85%)

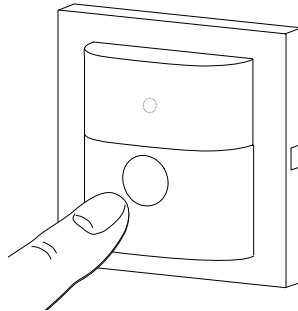


Figure 30: Scene call-up

Set and store new scene parameters, e.g. on a push-button:

- Change lighting intensity, dim brighter or darker (Bild 31, 1)
- Change, open or close blind position (Bild 31,-2)

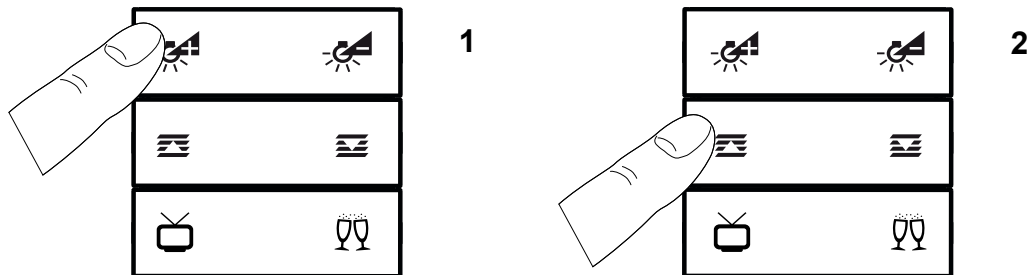


Figure 31: Set new scene

- Hold the button for "Scene TV" for longer than 5 s (Bild 32)  
New scene parameters have been saved. Pressing the "Scene TV" button again activates the new scene settings.

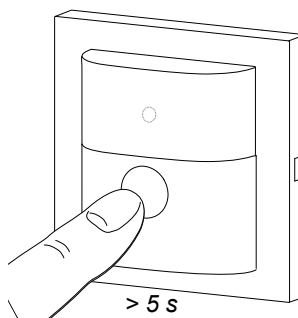


Figure 32: Save new scene

- i** The "Save scene by a long key-press" function is switched on by default.

## 7.12 "2-channel mode" function

The different function variants of the "2-channel mode" function for the button are presented and described in the parameter window below.

+ General-presence detection	Function	2-channel mode
+ Channel 1	Using mode	<input checked="" type="radio"/> Channel A or B <input type="radio"/> Channel A and B
+ Channel 2	Channel A function	ON/OFF
+ Surveillance	Function by press	OFF
+ General- push-button	Channel B function	ON/OFF
– Push-button	Function by press	ON
<b>Function</b>	Function of LED status	Always ON
	LED colour for ON	Green
+ Internal temperature sensor	Buzzer acknowledgement on key press	Channel A and B

Figure 33: "2-channel mode" function parameters

The "2-channel mode" (2-channel operation) enables two functions to be executed and transmitted to the KNV via different communication objects using the same independent button.

As a result, the selected independent button is assigned an additional second channel. This means, for example, that different light channels can be switched on or off, or set to a brightness value without needing to configure a scene.

### Channel A or B using mode:

In this using mode, a key-press always only triggers one of the two set channel functions.

This means that the function stored for channel A (light ON, for example) is triggered by a short key-press and the function stored for channel B (temperature 21°C, for example) is triggered by a long key-press.

The press duration used to differentiate between a short and a long press can be defined in the setting "General-Push-button --> Parameters" (from 500 ms to 10 s).

### Channel A and B using mode:

In this operating concept, the press duration (time for a long button press) is not active, meaning that both telegrams (channel A and channel B) are transmitted to the bus immediately one after the other when a button is pressed. Releasing the button has no effect.

This means that the function stored for channel A (light ON, for example) and the function stored for channel B (temperature 21°C, for example) are transmitted to the KNX and triggered at the same time with the same button press.

**i** This function is used if one or more functions are to be switched on one device (not enough operating sections on the device used).

Only the "Switch", "Roller shutter/blind", "Value 1 byte/2 bytes" ("Temperature", "Brightness" and "Percentage value") and "Scene" functions are available in this operating mode.



Parameters	Description	Value
Operating concept	Setting of operating concept (see above).	<b>Channel A or B*</b> Channel A and B
Channel A function Channel B function	Function setting for the channel A/channel B button.	<b>Switch *</b> Roller shutter/blind Value 1 byte Value 2 bytes Scene
<b>i</b> Depending on the function selection, the corresponding value must be set in an additional parameter.		
Function on switching	When the "ON/OFF" function is selected, the following values are available.	Not active * OFF <b>ON *</b> Toggle switch
Shutter/Blind	These functions are available when the "Roller shutter" or "Roller shutter/blind" function is selected. The parameters that are available for selection differ according to the function selection.	<b>Not active*</b> Up/Down/Stop Position (100%) Position/Slat angle (0-100%) Slat angle (0-100%)
Position (0..100%) <sup>1</sup>	Setting for roller shutter/blind position that is approached when the button is pressed	<i>Sliding controller:</i> Value range = <b>0%</b> *...100%
Slat angle (0..100%) <sup>2</sup>	Slat angle setting for blind that is applied when the button is pressed.	<i>Sliding controller:</i> Value range = <b>0%</b> *...100%
Value 1 byte: Value (0-255)	When the "Value (0-255)" function is selected, a value of 0 ... 255 can be set.	<b>0</b> *... 255
Value 1 byte: Value (%)	When the "Value ( %)" function is selected, a percentage value of 0 ... 100 % can be set using the slider.	<b>0</b> *... 100%
Value 2 bytes "Temperature"	When the "Temperature" function is selected, a value of 0 ... 40°C can be set.	<b>0</b> *... 40°C
Value 2 bytes "Brightness"	When the "Brightness" function is selected, a value of 0 ... 1000 Lux can be set.	<b>0</b> *... 1000 Lux
Value 2 bytes: Value (0-65535)	When the "Value (0-65535)" function is selected, a value of 0 ... 65535 can be set.	<b>0</b> *... 65535
Scene	When the "Scene" function is selected, a scene of 1 ... 64 can be set.	<b>1</b> *... 64

Table 40: "2-channel mode" function

<sup>1</sup> This parameter is not visible until the value "Position (0-100 %)" or "Position/Slat angle (0-100 %)" is selected for "Roller shutter/blind" function.

<sup>2</sup> This parameter is not visible until the value "Position/Slat angle (0-100 %)" is selected for "Roller shutter/blind" function.

## "2-channel mode" communication objects

No.	Name	Object function	Length	Data type
34	Button	Channel A ON/OFF	1 bits	1.001 DPT_ON/OFF
43		Channel B ON/OFF	1 bits	1.001 DPT_ON/OFF
30		Status Channel A	1 bits	1.001 DPT_ON/OFF
42		Status Channel B	1 bits	1.001 DPT_ON/OFF
38	Button	Channel A value (0-255)	1 byte	5.010 DPT_Counting pulse
44		Channel B value (0-255)	1 byte	5.010 DPT_Counting pulse
38	Button	Channel A value (%)	1 byte	5.001 DPT_Percentage (%)
44		Channel B value (%)	1 byte	5.001 DPT_Percentage (%)
41	Button	Channel A value (temperature)	2 byte	9.001 DPT_Temperature (°C)
45		Channel B value (temperature)	2 byte	9.001 DPT_Temperature (°C)
41	Button	Channel A value (brightness)	2 byte	9.004 DPT_Lux (Lux)
45		Channel B value (brightness)	2 byte	9.004 DPT_Lux (Lux)
41	Button	Channel A value (0-65535)	2 byte	7.001 DPT_Pulse
45		Channel B value (0-65535)	2 byte	7.001 DPT_Pulse
34	Button	Up/Down channel A	1 bits	1.008 Up/Down
43		Up/Down channel B	1 bits	1.017 Trigger
35		Stop (short-term) channel A	1 bits	1.008 Up/Down
44		Stop (short-term) channel A	1 bits	1.017 Trigger

\* Default value

## 7.13 "Step switch" function"

This "Stepping switch" function allows for up to 7 different telegrams to be configured for a function (for example, value 0-255, value %, scene 1-64). Repeatedly pressing the same independent button also calls up the individual steps.

Figure 34: "Step switch" function"

A defined behaviour for button operation (pass through, flow and return, see Fig. 35 and 36) can also be generated for calling up the values.

Parameters	Description	Value
Value type stepping switch	In this parameter, the "Stepping switch" function is assigned the corresponding value.	<b>Value (0-255) *</b> Value (%) Scene
Performance	This parameter defines the behaviour for the stepping switch when the button is pressed.	<b>Pass through *</b> Flow and return
Stepping number <sup>4</sup>	This parameter defines the number of steps for the button.	<b>1 * ... 7</b>
Step x (0-255) <sup>1,4</sup>	This parameter sets the step value that is transmitted to the bus with each key-press.	<b>0 * ... 255</b>
Step x (0-100 %) <sup>2,4</sup>	This parameter sets the step value that is transmitted to the bus with each key-press.	<b>0 * ... 100%</b>
Step x (scene 1-64) <sup>3,4</sup>	This parameter sets the step value that is transmitted to the bus with each key-press.	<b>1 * ... 64</b>

Table 41: "Step switch" function"

<sup>1</sup> This parameter is visible when "Value (0-255)" is selected.

<sup>2</sup> This parameter is visible when "Value (%)" is selected.

<sup>3</sup> This parameter is visible when "Scene" is selected.

<sup>4</sup> The individual steps 1-x are visible and adjustable depending on the amount of steps in the "Stepping number" parameter. There are a maximum of seven steps.

\* Default value

## "Step switch" communication objects

No.	Name	Object function	Length	Data type
38	Button x	Value (0-255)	1 byte	5.010 DPT_Counting pulse (0-255)
38	Button x	Value in %	1 byte	5.001 DPT_Percentage (0-100 %)
38	Button x	Scene	1 byte	18.001 DPT_Scene control

Data point type	Value type	Data point size	Value range limit
DPT 5.001	Percentage value	1 byte	[0 ... 100%]
DPT 5.010	Integer value	1 byte	[0 ... 255]
DPT 18.001	Scene	1 byte	[1 ... 64]

Table 42: Stepping switch value processing

## Example: "pass through" step principle

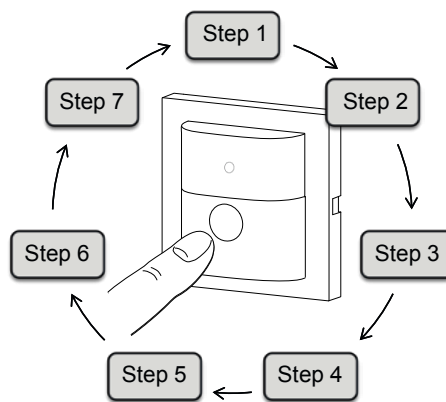


Figure 35: "Pass through" step switch function

## Example: "Flow and return" step principle

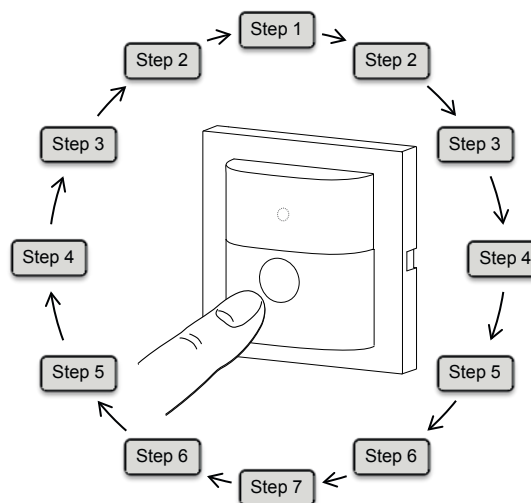


Figure 36: "Flow and return" stepping switch function

### 7.14 Deactivate automatic

With this 1-bit communication object, automatic control sequences already running in the actuators can be deactivated.

+ General-presence detection

+ Channel 1

+ Channel 2

+ Surveillance

+ General- push-button

- Push-button

Function

Automatic control deactivation

Function of LED status

Always ON

LED colour for ON

Green

Buzzer acknowledgement on key press

☒

Function

Figure 37: "Automatic control deactivation" parameter

"Automatic control deactivation" communication objects (independent button)

No.	Name	Object function	Length	Data type
30	Button	Automatic control deactivation status	1 bits	1.003 DPT_Enable
34	Button	Deactivate automatic	1 bits	1.003 DPT_Enable

#### Example: time-dependent outside lighting ON/OFF

The outside lighting is switched on and off at a certain time every day of the week. However, on certain occasions (garden parties) the outside lighting should stay on for longer. In such cases, the "Automatic control deactivation" function is used to deactivate/switch off the time-dependent switching on/off of the outside lighting. To do so, a 1-bit command is transmitted to the bus.

## 8. "Internal temperature sensor" function parameters

The device is directly fitted with a sensor for temperature measurement. The temperature measured can therefore be transmitted to the bus depending on the parameters shown below (see Bild 38).

**i** The measured room air can, for example, be transmitted directly to a KNX room thermostat as a second measuring point (measurement result) and can be used to synchronise the global actual temperature (synchronisation in larger rooms).

**i** Room temperature recorded as a measurement result for a building visualisation

Figure 38: Internal temperature sensor function parameters

Parameters	Description	Value
Temperature value transmission	Activation/deactivation of the temperature sensor.	<b>Not active *</b> Active
Temperature calibration <sup>1</sup>	Setting for the difference between the measured temperature on the device and the temperature measured by a reference measuring device. "Calibration of the temperature sensor"	-5°C - <b>0°C</b> * - 5°C
Temperature emission by variation of (x 0.1°C) <sup>1</sup>	Defines the temperature difference at which a new value is automatically transmitted to the bus. (time-independently).	0 ... <b>5</b> * ... 255
Temperature periodical transmission <sup>1</sup>	Defines the cycle in which the actual value is compared with the setpoint and should be transmitted to the bus.	Not active 10 s - <b>10 min</b> *

Table 43: "Internal temperature sensor" function parameters

<sup>1</sup> These parameters are only visible when the "Temperature transmission" parameter is set to "Active".

### "External temperature sensor" communication objects

No.	Name	Object function	Length	Data type
52	Internal temperature sensor	Internal temperature sensor	2 byte	9.001 DPT_Temperature (°C)

\* Default value

When selecting the installation site, the following points should be taken into consideration:

- i** Temperature sensors should be installed at least 30 cm away from doors and windows and at least 1.5 m above the floor.
- i** Integrating the device into multiple combinations should be avoided especially when a flush-mounted dimmer is also installed.
- i** The device/sensor should not be installed near to heaters or cooling systems.
- i** The temperature sensor must be kept out of direct sunlight.
- i** Installing sensors on the inside of external walls may negatively influence the temperature measurement.

The room temperature is only actually controlled using the thermostat.

## 9. "Brightness sensor" function parameters

The brightness sensor used for controlling the motion detector is also able to transmit the current brightness value to the bus using a corresponding object.

- i** Brightness is recorded as a measurement result for a building visualisation

Figure 39: "Brightness sensor" function parameters

Parameters	Description	Value
Brightness value transmission	Activate/deactivate brightness sensor	<b>Not active *</b> Active
Brightness value transmission, all <sup>1</sup>	Defines the cycle in which the actual value is to be transmitted to the bus.	Not active <b>10 s - 10 min *</b>
Brightness value transmission on change to (hysteresis) <sup>1</sup>	Defines the brightness difference at which a new value is automatically transmitted to the bus. (time-independently).	<b>0 ... 100 Lux</b>

Table 44: "Brightness sensor" function parameters

<sup>1</sup> These parameters are only visible when the "Brightness value transmission" parameter is set to "Active".

"External temperature sensor" communication objects

No.	Name	Object function	Length	Data type
53	Brightness sensor	Brightness	2 byte	9.004 DPT_Lux (Lux)

\* Default value

## 10. Communication objects

### 10.1 Presence detection communication objects

0	General-presence detection	Automatic control deactivation	1 bit	C	R	W	-	-	enable	Low
1	General-presence detection	Automatic control deactivation status	1 bit	C	R	-	T	-	enable	Low
2	General-presence detection	Lock-up	1 bit	C	R	W	-	-	enable	Low
5	General-presence detection	Surveillance mode ON/OFF	1 bit	C	R	W	-	-	switch	Low
10	General-presence detection	Alarm	1 bit	C	R	W	-	-	alarm	Low
11	General-presence detection	Monitoring	1 bit	C	R	-	T	-	switch	Low

Figure 40: Presence detection-General communication objects

6	General-presence detection	Master	1 bit	C	R	W	-	-	switch	Low
8	General-presence detection	Master with luminosity info	1 bit	C	R	W	-	-	switch	Low

Figure 41: Master presence detection communication objects

7	General-presence detection	Slave	1 bit	C	R	-	T	-	switch	Low
9	General-presence detection	Slave with luminosity info	1 bit	C	R	-	T	-	switch	Low

Figure 42: Slave presence detection communication objects

No.	Name	Object function	Length	Data type	Flags
0	General Presence detection	Deactivate automatic	1 bits	DPT_Enable	K,L,S
1	General Presence detection	Automatic control deactivation status	1 bits	DPT_Enable	C, R, T
2	General Presence detection	Blocking function	1 bits	DPT_Enable	K,L,S
4	General Presence detection	Brightness	2 byte	DPT_Lux (Lux)	K,L,S
5	General Presence detection	Monitoring mode Switching	1 bits	DPT_Switching	C, R, T
6 <sup>1)</sup>	General Presence detection	Master	1 bits	DPT_Switching	K,L,S
7 <sup>2)</sup>	General Presence detection	Slave	1 bits	DPT_Switching	C, R, T
8 <sup>1)</sup>	General Presence detection	Master brightness information	1 bits	DPT_Switching	K,L,S
9 <sup>2)</sup>	General Presence detection	Slave brightness information	1 bits	DPT_Switching	C, R, T
10	General Presence detection	<b>Alarm</b>	1 bits	DPT_Alarm	K,L,S
11	General Presence detection	<b>Monitoring</b>	1 bits	DPT_Switching	C, R, T

These objects are activated if the "Individual device" detector type is selected in the General parameters.

The object (0) switches on the connected load – lighting – when presence is detected.

This object (1) allows the return of the status value for the respective switching command when presence is detected.

The following objects are not visible until the "Master or slave" detector type is selected in the General parameters:

The objects (6,7) and (8,9) are intended for master-slave operation, where the master objects trigger the actual switching operation and the slave objects first forward information to the master in the case of presence detection so that they can then trigger the switching operation via the master.

Object (10) is provided for alarm messages and object (11) is used for monitoring.

For further information see „3. Allgemein-Präsenzerfassung“ auf Seite <?>.

1 These objects are not visible until the "Master" variant is selected under "Detector type".

2 These objects are not visible until the "Slave" variant is selected under "Detector type".



## 10.2 Channel 1/2 communication objects

12	Lighting channel 1	ON/OFF automatic control	1 bit	C R - T - switch	Low
16	Lighting channel 2	Up/down	1 bit	C R - T - up/down	Low

Figure 43: Channel 1/2 communication objects

No.	Name	Object function	Length	Data type	Flags
12/16	Lighting channel 1/2	Automatic control switching	1 bits	DPT_Switching	C, R, T
		Timer	1 bits	DPT_Start/Stop	C, R, T
		Up/down	1 bits	DPT_Up/Down	C, R, T
13/17	Lighting channel 1/2	Value in %	1byte	DPT_Percentage	C, R, T
		Value (0-255)	1 byte	DTP_Counting pulse	C, R, T
		Scene	1byte	DPT_Scenes Control	C, R, T
		Position in % automatic control	1byte	DPT_Percentage	C, R, T
		Operating mode change-over automatic control	1byte	DPT_HVAC Mode	C, R, T
12/16	Lighting channel 1/2	Slat angle in % automatic control	1 bits	DPT_Percentage	C, R, T

These objects are activated when the relevant "Channel 1/2" function is selected in the parameters for channel 1/2. Using the selected function, the objects (10, 11, 12) enable switching of a roller shutter Up/Down, for example. For further information see „3.1 General“, page 13.

## 10.3 Monitoring communication object

20	Surveillance	ON/OFF automatic control	1 bit	C R - T - switch	Low
23	Surveillance	Surveillance channel	1 bit	C R - T - boolean	Low

Figure 44: Monitoring communication object

No.	Name	Object function	Length	Data type	Flags
20	Monitoring	Automatic control switching	1 bits	DPT_Switching	C, R, T
23	Monitoring	Monitoring channel	1 bits	DPT_Boolesch	C, R, T

This object (18) allows the return of the status value for the respective switching command. The return of the status value is used for switching an actuator channel by two buttons in toggle mode.

The object (21) transmits a 1-bit command to the actuator channel and triggers a switching command when a button is pressed.

For further information see „3.7 Monitoring“, page 23.

## 10.4 Toggle switch communication object

30	Push-button	Status indication ON/OFF	1 bit	C R W - - switch	Low
34	Push-button	ON/OFF	1 bit	C R - T - switch	Low

Figure 45: Toggle switch communication object

Nr.	Name	Object function	Length	Data type	Flags
30	Button	ON/OFF status indication	1 bits	DPT_Switching	K,L,S
34	Button	Switching	1 bits	DPT_Switching	C, R, T

These objects are activated if the "Toggle switch" function is selected in the parameters for the button.  
 This object (30) allows the return of the status value for the respective switching command. The return of the status value is used for switching an actuator channel by two buttons in toggle mode.  
 The object (34) transmits a 1-bit command to the actuator channel and triggers a switching command when a button is pressed.  
 For further information see „7.2 „Toggle switch“ function“ , page 42.

## 10.5 ON/OFF communication object

34	Push-button	ON/OFF	1 bit	C R - T - switch	Low
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Figure 46: ON/OFF communication object

No.	Name	Object function	Length	Data type	Flags
34	Button	Switching	1 bits	DPT_Switching	C, R, T

These objects are activated if the "ON/OFF" function is selected in the parameters for the button.  
 The object (34) transmits a 1-bit command to the actuator channel and triggers a switching command when a button is pressed.  
 For further information see „7.3 „ON/OFF“ function“ , page 43.

## 10.6 Dimming communication object

34	Push-button	ON/OFF	1 bit	C R - T -	switch	Low
37	Push-button	Dimming	4 bit	C R - T -	dimming control	Low
38	Push-button	Brightness value	1 byte	C R - T -	percentage (0..100%)	Low
30	Push-button	Status indication ON/OFF	1 bit	C R W - -	switch	Low
34	Push-button	ON/OFF	1 bit	C R - T -	switch	Low
37	Push-button	Dimming	4 bit	C R - T -	dimming control	Low

Figure 47: Dimming communication objects

No.	Name	Object function	Length	Data type	Flags
34	Button	Switching	1 bits	DPT_Switching	C, R, T
37	Button	Dimming	4 bits	DPT_Dimming_step	C, R, T
30	Button	ON/OFF status indication	1 bits	DPT_Switching	K,L,S
34	Button	Switching	1 bits	DPT_Switching	C, R, T
37	Button	Dimming	4 bits	DPT_Switching	C, R, T
38	Button	Dimming value	1 byte	DPT_Percentage (0-100 %)	K,L,Ü

These objects are activated if the "Dimming brighter (on)/darker (off)" function is selected in the parameters for the button.

The object (34) transmits a 1-bit command to the dimmer actuator channel and triggers a switching command, and the object (37) transmits a 4-bit command to the dimmer actuator channel and triggers a dimming command when the button is pressed.

These objects are activated if the "Dimming brighter (to)/darker (to)" function is selected in the parameters for the button.

The object (34) transmits a 1-bit command to the dimmer actuator channel and triggers a switching command, and the object (36) transmits a 4-bit command to the dimmer actuator channel and triggers a dimming command when the button is pressed. This object (30) allows the return of the status value for the respective switching command (e.g. for linking with a status LED).

These objects are activated if the "Dimming – dimming value" function is selected in the parameters for the button.

The objects (38) transmits a 1-byte command to the dimmer actuator channel and switches on the lighting at a fixed percentage value when the button is pressed.

For further information see „7.4 „Dimming“ Function“, page 44.

## 10.7 Roller shutter/blind communication object

34	Push-button	Up/down	1 bit	C R - T -	up/down	Low
35	Push-button	Step/stop (short press)	1 bit	C R - T -	step	Low
38	Push-button	Position in %	1 byte	C R - T -	percentage (0..100%)	Low
39	Push-button	Slat angle in %	1 byte	C R - T -	percentage (0..100%)	Low

Figure 48: Roller shutter/blind communication objects

No.	Name	Object function	Length	Data type	Flags
34	Button	Up/down	1 bits	DPT_Up/Down	C, R, T
35	Button	Slat Step/Stop (step)	1 bits	DPT_Step	C, R, T
38	Button	Position in %	1 byte	DPT_Percentage	C, R, T
39	Button	Slat angle in %	1 byte	DPT_Percentage	C, R, T

These objects are activated when the "Shutter/blind" function is selected in the parameters for each independent push-button/rocker.

The object (34) transmits a 1-bit command to the roller shutter/blind actuator channel and moves the hanging up/down when the button is pressed.

The object (35) transmits a 1-bit command to the roller shutter/blind actuator channel and stops the roller shutter/blind motion or gradually changes the position of the hanging.

The object (38) transmits a 1-byte command to the roller shutter/blind actuator channel and changes the position of the hanging.

The object (39) transmits a 1-byte command to the roller shutter/blind actuator channel and changes the position of the slat step by step.

For further information see „7.5 „Shutter/blind“ function“ , page 45.

## 10.8 Timer communication object

 34	Push-button	Timer	1 bit	C R - T - start/stop	Low
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Figure 49: Timer communication object

No.	Name	Object function	Length	Data type	Flags
34	Button	Timer	1 bits	DPT_Start/Stop	C, R, T

These objects are activated when the "Timer" function is selected in the parameters for each independent push-button/rocker.

The object (34) transmits a 1-bit command to the actuator channel and starts (1-command) or stops (0-command) the time set in the actuator channel when the button is pressed. This can be used, for example, to switch on the lighting in a staircase for a certain amount of time

For further information see „7.6 „Timer“ function“ , page 54.

## 10.9 Value 1 bytes communication object

 38	Push-button	Value in %	1 byte	C R - T - percentage (0..100%)	Low
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 38	Push-button	Value (0-255)	1 byte	C R - T - counter pulses (0..255)	Low
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Figure 50: Value 1 bytes communication objects

No.	Name	Object function	Length	Data type	Flags
38	Button	Value in % Value (0-255)	1 byte	DPT_Percentage (0-100 %) DPT_Counting pulse (0-255)	C, R, T

These objects are activated if the "Value 1 byte" function is selected in the parameters for the button.

The object (38) transmits a 1-byte command to a switching actuator channel and switches the lighting on at a defined % value or (0-255) value when the button is pressed.

For further information see „7.7 „Value 1 byte“ function“ , page 55.

## 10.10 Value 2 bytes communication object

 41	Push-button	Luminosity	2 bytes	C R - T - lux (Lux)	Low
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 41	Push-button	Temperature	2 bytes	C R - T - pulses	Low
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 41	Push-button	Value (0-65535)	2 bytes	C R - T - pulses	Low
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Figure 51: Value 2 bytes communication objects

No.	Name	Object function	Length	Data type	Flags
41	Button	Value (0-65535)	2 byte	DPT_Pulse	C, R, T
41	Button	Temperature	2 byte	DPT_Temperature (°C)	C, R, T
41	Button	Brightness	2 byte	DPT_Lux (Lux)	C, R, T

These objects are activated if the "Value 2 bytes" function is selected in the parameters for the button.

The object (41 - value) transmits a 2-byte command to a switching actuator channel and switches the lighting on at a defined value when the button is pressed.

The object (41 - temperature) transmits a 2-byte command to a room thermostat and changes the set temperature, for example, when the button is pressed.

The object (41 - brightness) transmits a 2-byte command to a dimming actuator channel and switches the lighting on at a defined brightness value when the button is pressed.

For further information see „7.8 „Value 2 bytes“ function“, page 56

## 10.11 Room thermostat extension unit communication object

38 Push-button Setpoint selection 1 byte C R - T - HVAC mode Low

Figure 52: Room thermostat extension unit communication object "operating mode change-over"

33 Push-button Override setpoint status 2 bytes C R W - - temperature differen... Low  
40 Push-button Override setpoint 2 bytes C R - T - temperature differen... Low

Figure 53: Room thermostat extension unit communication object "setpoint change"

30 Push-button Heating/Cooling - status indication 1 bit C R W - - cooling/heating Low  
34 Push-button Heating/Cooling - changeover 1 bit C R - T - cooling/heating Low

Figure 54: Room thermostat extension unit communication object "heating/cooling - change-over"

34 Push-button Presence 1 bit C R - T - switch Low

Figure 55: Room thermostat extension unit communication object "presence"

Nr.	Name	Object function	Length	Data type	Flags
38	Button	Override setpoint	1 byte	DPT_HVAC Mode	C, R, T
30	Button	Heating/cooling - status indication	1 bits	DPT_heating/cooling	K,L,S
34	Button	Heating/cooling-changeover	1 bits	DPT_heating/cooling	C, R, T
40	Button	Setpoint selection	2 byte	DPT_Temperature difference (K)	C, R, T
33	Button	Setpoint selection status	2 byte	DPT_Temperature difference (K)	K,L,S
34	Button	Presence	1 bits	DPT_Switching	C, R, T

These objects are activated when the "Room thermostat extension unit" function is selected in the parameters for the button.

The object (38) transmits a 1-byte command to a room thermostat and changes the operating mode there (comfort, standby, etc.) when the button is pressed.

The object (30) transmits a 1-bit command to the bus and shows the "Heating or cooling switched on" status, for example, on a display when the button is pressed.

The object (34) transmits a 1-bit command to a heating actuator when the button is pressed and can therefore switch back and forth between heating and cooling mode.

The object (40) transmits a 2-byte command to the bus and causes the temperature setpoint in a room thermostat to change when the button is pressed.

The object (33) transmits a 2-byte command to the bus and specifies the status of the setpoint change when the button is pressed.

The object (34) transmits a 1-bit command to a heating actuator when the button is pressed and can therefore extend "presence" mode.

**i** The heating system must be equipped for heating and cooling operation.

For further information see „7.9 Function „Room thermostat extension unit“, page 57.

## 10.12 Priority communication object

30	Push-button	Status indication priority	1 bit	C R W - - state	Low
36	Push-button	Priority	2 bit	C R - T - boolean control	Low

Figure 56: Priority communication object

No.	Name	Object function	Length	Data type	Flags
30	Button	Priority status display	1 bits	DPT_Status	K,L,S
36	Button	Priority	2 bits	DPT_Boolean control	C, R, T

These objects are activated if the "Priority" function is selected in the parameters for the button.

The object (30) transmits a 1-bit command to the bus and shows the "Priority" status, for example, on a display when the button is pressed.

The object (36) transmits a 2-bit command and switches an actuator channel (roller shutter/blind) into forced mode (motion operation of a roller shutter is blocked) when the button is pressed.

For further information see „7.10 „Priority“ function“ , page 60.

## 10.13 Scene communication object

38	Push-button	Scene	1 byte	C R - T - scene control	Low
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Figure 57: Scene communication object

No.	Name	Object function	Length	Data type	Flags
38	Button	Scene	1 byte	DPT_Scenes Control	C, R, T

These objects are activated if the "Scene" function is selected in the parameters for the button.

The object (38) transmits a 1-byte command to the bus and switches on the respectively stored scene in the actuator channels (light TV 50 %, shutters closed to 75 %) when the button is pressed.

For further information see „7.11 „Scene“ function“ , page 62

## 10.142-channel mode communication object

30	Push-button	Channel A status	1 bit	C R W - - switch	Low
34	Push-button	ON/OFF Channel A	1 bit	C R - T - switch	Low
45	Push-button	Channel B value (0-65535)	2 bytes	C R - T - pulses	Low

Figure 58: 2-channel mode communication object

No.	Name	Object function	Length	Data type	Flags
34	Button	Channel A ON/OFF	1 bits	DPT_Switching	C, R, T
43		Channel B ON/OFF			
30	Button	Status Channel A	1 bits	DPT_Switching	K,L,S
42		Status Channel B			
34	Button	Up/Down channel A	1 bits	DPT_Up/Down	C, R, T
43		Up/Down channel B			
35	Button	Slat Step/Stop (short-term) channel A	1 bits	DPT_Step	C, R, T
49		Slat Step/Stop (short-term) channel B			
38	Button	Position in % channel A	1 byte	DPT_Percentage (0-100 %)	C, R, T
44		Position in % channel B			
39	Button	Slat angle in % channel A	1 byte	DPT_Percentage (0-100 %)	C, R, T
48		Slat angle in % channel B			
38	Button	Channel A value (0-255)	1 byte	DPT_Counting pulse (0-255)	C, R, T
44		Channel B value (0-255)			
38	Button	Channel A value (%)	1 byte	DPT_Percentage	C, R, T
44		Channel B value (%)			
41	Button	Channel A value (temperature)	2 byte	DPT_Temperature (°C)	C, R, T
45		Channel B value (temperature)			
41	Button	Channel A value (brightness)	2 byte	DPT_Lux (Lux)	C, R, T
45		Channel B value (brightness)			
41	Button	Channel A value (0-65535)	2 byte	DPT_Pulse	C, R, T
45		Channel B value (0-65535)			

These objects are activated when the function "2-channel mode" is selected for the button.

The objects (34 and 43) transmit a 1-bit command to the bus and switch on the lighting, for example, via channel A and/or channel B when the button is pressed.

The objects (38 and 44) transmit a 1-byte command to the bus when the button is pressed.

The objects (41 and 45) transmit a 2-byte command to the bus when the button is pressed.

The objects (30 and 42) transmit the status to the bus (e.g. blind position).

Objects 38/44 - Roller shutter/blind position and 39/48 - Slat angle position transmit a 1-byte object to the bus, and objects 34/43 - Up/Down roller shutter/blind and 35/49 - Slat Step/Stop transmit a 1-bit object to the bus.

For further information see „7.12 „2-channel mode“ function“ , page 64



## 10.15 Step switch communication object

38	Push-button	Stepping switch (0-255)	1 byte	C R - T -	counter pulses (0-255) Low
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Figure 59: Step switch communication object

Nr.	Name	Object function	Length	Data type	Flags
38	Button	Value (0-255) Value in % Scene	1 byte	DPT_Couting pulse (0-255) DPT_Percentage (0-100 %) DPT_Scene control	C, R, T

These objects are activated if the "Step switch" function is selected in the parameters for the button.

The object (38) transmits a 1-byte command to the bus when the button is pressed and increases/decreases the dimming of the lighting by one step brighter/darker with each button press.

For further information see „7.13 „Step switch“ function“, page 67

## 10.16 Automatic control deactivation communication object

30	Push-button	Automatic control deactivation status	1 bit	C R W - - enable	Low
34	Push-button	Automatic control deactivation	1 bit	C R - T - enable	Low

Figure 60: Automatic control deactivation communication object

No.	Name	Object function	Length	Data type	Flags
30	Button	Automatic control deactivation status	1 bits	DPT_Enable	K,L,S
34	Button	Deactivate automatic	1 bits	DPT_Enable	C, R, T

These objects are activated when the "Automatic mode deactivation" function is selected in the parameters for the button.

The object (34) transmits a 1-bit command to the bus and shows the "Automatic mode" status, for example, on a display when the button is pressed.

The object (30) transmits a 1-bit status command when the button is pressed and is able to show the current status on a display, for example.

For further information see „7.14 Deactivate automatic“, page 69

## 10.17 Monitoring communication object

20	Surveillance	ON/OFF automatic control	1 bit	C R - T - switch	Low
23	Surveillance	Surveillance channel	1 bit	C R - T - boolean	Low

Figure 61: Automatic control deactivation communication object

No.	Name	Object function	Length	Data type	Flags
20	Monitoring	Automatic control switching	1 bits	DPT_Switching	C, R, T
23	Monitoring	Monitoring channel	1 bits	DPT_Bollesch	C,R,T

These objects are activated if a monitoring time is set in the "Monitoring" parameter.

In the case of motion detection, object (23) transmits a 1-bit command to the bus and switches the lighting, for example, "On/Off" on "Start of presence detection" and/or "End of presence detection".

In the case of motion detection, object (23) transmits a 1-bit command to the bus and switches the lighting, for example, "On/Off" on "Start of presence detection" and/or "End of presence detection".

For further information see „5. Monitoring „Detection channel“, page 36

## 10.18 Internal temperature sensor communication object


 52	Internal temperature sensor	Internal temperature sensor	2 bytes	C	R	-	T	-	temperature (°C)	Low
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Figure 62: "Internal temperature sensor" communication object

No.	Name	Object function	Length	Data type	Flags
52	Internal temperature sensor	Internal temperature sensor	2 byte	DPT_Temperature (°C)	C, R, T
<p>This object is activated when the "Temperature transmission" parameter is activated.</p> <p>The object (52) makes it possible to forward the internally measured temperature value to a room thermostat, for example.</p> <p>For further information see „8. „Internal temperature sensor“ function parameters“ , page 70</p>					

## 10.19 Brightness sensor communication objects

 53	Luminosity sensor	Luminosity	2 bytes	C	R	-	T	-	lux (Lux)	Low
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Figure 63: "Brightness sensor" communication object

No.	Name	Object function	Length	Data type	Flags
53	Brightness sensor	Brightness	2 byte	DPT_Lux (Lux)	C, R, T
<p>This object is activated when the "Brightness value transmission" parameter is activated.</p> <p>The object (53) makes it possible to forward the measured brightness value to a visualisation, for example.</p> <p>For further information see „9. „Brightness sensor“ function parameters“ , page 71</p>					

11. Appendix

11.1 ETS software characteristics

Max. number of group addresses	254
Max. number of assignments	255
Objects	53

Table 45: ETS software characteristics

11.2 Technical data

KNX medium	TP 1
Configuration mode	S-Mode, E-Controller
Rated voltage KNX	21 ... 32 V • SELV
Current consumption KNX	max. 10 mA
Connection mode KNX	bus connection terminal
Response brightness	approx. 5 ... 1000 lux (∞)
Delay time	approx. 10 s ... 30 min
Detection angle	approx. 90 ... 180°
Detection area with installation height 1.1 m	approx. 12 x 16 m
Installation height 2,2 m	approx. 8 x 12 m
Degree of protection	IP 20
Protection class	III
Dimensions	45 x 44 x 28 mm
Operating temperature	-5 ... +45 °C
Storage/transport temperature	-20 ... +70 °C
Standards	EN 60669-2-1; EN 60669-1 EN 50428

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