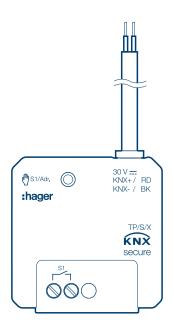
# KNX Building system technology Module switch actuator



Output module 1x 10A /230V~, flush mounted, KNX Secure TYBS601B





# **Product overview**





# Content

1. General	
1.1 About this guide	3
2.1 Installation of the device	
3. Programming by Easy Tool	8
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#### 1. General

# 1.1 About this guide

The purpose of this manual is to describe the operation and configuration of the KNX-devices using the Easy tool program.

It consists of 3 parts:

- General information.
- The Easy tool configurations are available.
- Technical characteristics.

# 1.2 Easy tool software appearance

This product can also be configured using the configuration tool.

Compatible software version: V 7.0.9 or higher

Kompatible Server:

- TJA470: Domovea expert
- TJA670: Domovea basic
- TJA665: Konfigurationsserver KNX easy

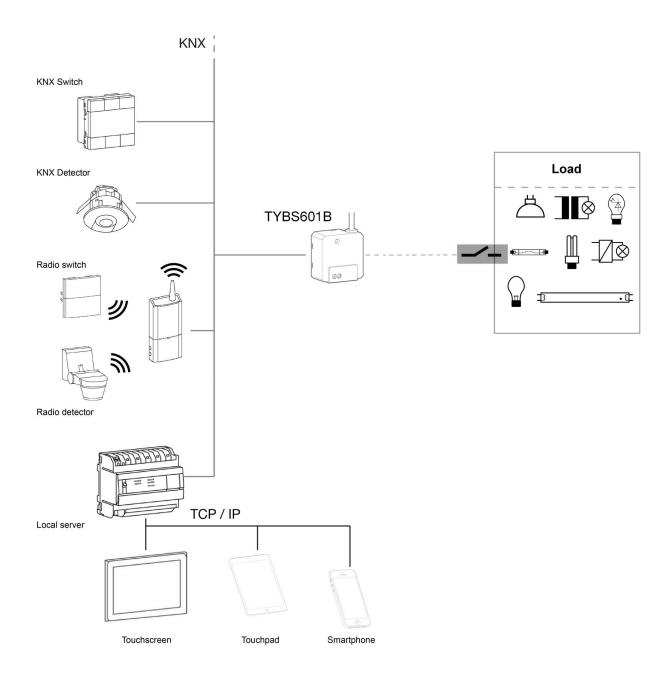
It is essential to update the configuration server software version. (Please refer to the user manual).



# 2. General Description

# 2.1 Installation of the device

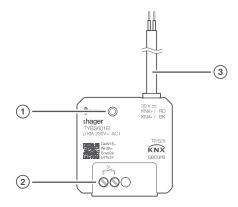
# 2.1.1 Overview presentation





#### 2.1.2 Description of the device

#### - TYBS601B



- (1) Illuminated button Manual mode/programming button
- (2) Load connection
- (3) KNX bus connection cable

#### 2.1.3 Physical addressing

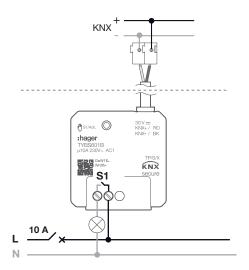
In order to perform the physical addressing or to check whether or not the bus is connected, press the lighted push button (see chapter 2.1.2 for the button location).

Light on = bus connected and ready for physical addressing.

Programming mode is activated, until the physical address is transferred from ETS. Pressing the button again, exits programming mode. Physical addressing can be carried out in automatic or manual mode.

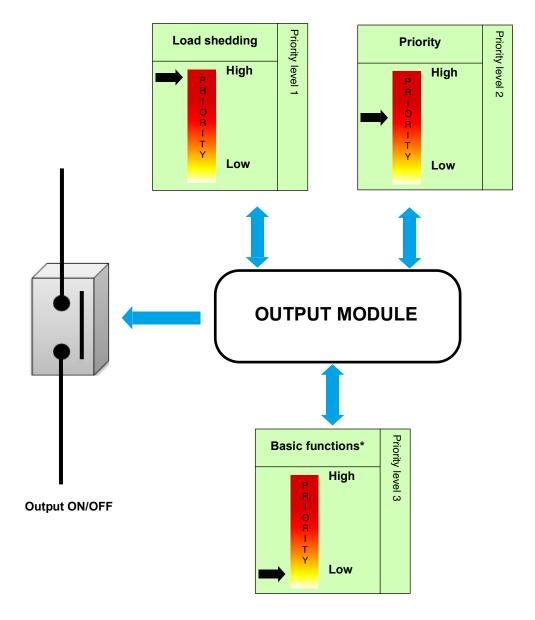
#### 2.1.4 Connection

#### - TYBS601B





#### 2.2 Function modules of the application



<sup>\*</sup> ON/OFF - Timer - Scene: The last command received will have priority.

The applications allow individual configuration of the device outputs.

The most important functions are:

#### ON/OFF

An output can be switched on or off using the ON/OFF function. The command can come from switches, buttons or other control inputs.

#### Central ON/OFF switch

An output can be switched on or off using the ON/OFF function. The command can come from switches, buttons or other control inputs. Unlike the ON/OFF function, it does not send the status indication of the controlled outputs. This prevents KNX bus saturation when switching outputs simultaneously.

#### Timer

The Timer function is used to switch an output on for a programmable period. A programmable Cut-OFF pre-warning announces the end of the delay time by a 1-second inversion of the output status. The timer duration can be modified via the bus KNX.



#### Priority

The Priority function is used to force the output into a defined state. The Priority function is controlled with a 2-bit command. Priority: Load shedding > **Priority** > Basic function.

Application: Keeping lighting on for security reasons.

#### Automatic control

The Automatic control function is used to command an output in parallel to the ON/OFF function. The two functions have the same level of priority. The last command received will act on the status of the output.

An additional command object is used to activate or deactivate the Automatic control.

#### Load shedding

The Load shedding function is used to force an output to OFF. Load shedding is activated by receipt of a 1-byte command. Priority: **Load shedding** > Priority > Basic function.

This command has the highest priority. No other command is taken into account if the mode is active. The status of the output is memorised but not applied. At the end of load shedding, the output is switched to the theoretical status without Load shedding (memorisation).

#### Scene

The Scene function is used to switch groups of outputs into a configurable predefined state. Pressing a push button activates a scene

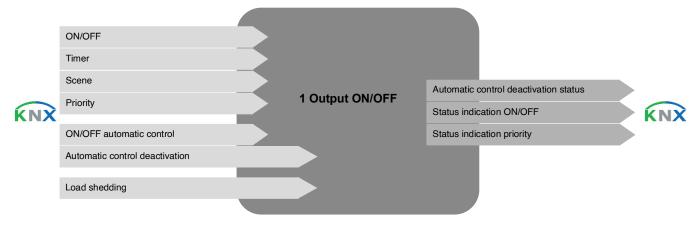
A scene is activated by receipt of a 1-byte command.

Each output can be included in 64 different scenes.

#### Status indication

The Status indication sends the switching status of the individual output contact on the KNX bus.

#### **Communication objects**





# 3. Programming by Easy Tool

#### 3.1 Product overview

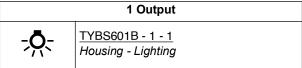
#### ■ TYBS601B: 1 flush mounted output 10A twisted pair

#### Product view:



#### View of channels:





#### Channel settings

This parameter window is used to set the device outputs. These parameters are available individually for each output.





#### Available functionalities: ON/OFF

Ü	ON	(a)	Automatic control OFF
(1)	OFF		ON/OFF automatic control
(h)	ON/OFF	Ü	Central ON
	Toggle switch	(1)	Central OFF
ઉ	Timer	ர	Central ON/OFF switch
(j)	Priority ON	(F)	Load shedding
(I)	Priority OFF	,,,,,	Scene
<u>\$</u>	Priority ON push-button (1)		Scene switch
<u></u>	Priority OFF push-button (1)	<u>(a)</u>	Automatic control deactivation
(j)	Automatic control ON	<u>a</u>	Deactivation automatic toggle (1)

<sup>(1)</sup> This function is only available with push-button input products with LEDs indicating status.

Note: Dimming functions can also be linked with ON/OFF outputs. In this case, only the ON/OFF function is used. This procedure enables a same input to be connected to an ON/OFF output and to a dimming output.

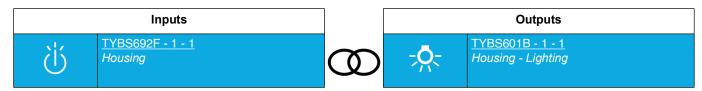
- <b>A</b>	Increase dimming/ON
<u>ڳ</u>	Decrease dimming/OFF
- <b>A</b>	Increase/decrease dimming

#### 3.2 Product functionalities

#### 3.2.1 ON/OFF

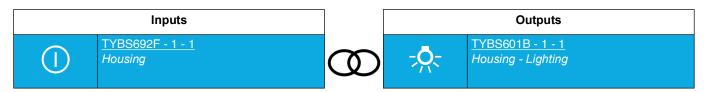
An output can be switched on or off using the ON/OFF function. The command can come from switches, buttons or other control inputs.

ON: turns on the lighting circuit.



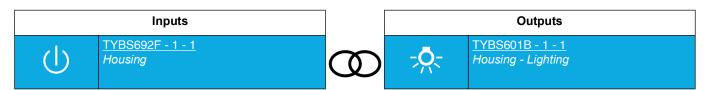
Closing input contact: turn on the light. Opening input contact: no action.

OFF: turns off the lighting circuit.



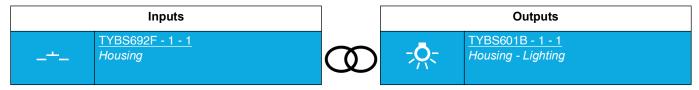
Closing input contact: turns off the light. Opening input contact: no action.

**ON/OFF**: turns on or shuts off the lighting circuit (switch).



Closing input contact: turn on the light. Opening input contact: turns off the light.

Toggle switch: inverses the lighting circuit status.



Closing input contact: switch between turning the lights on and off. Successive closings inverse output contact status each time.

Note: Dimming functions can also be linked with ON/OFF outputs. In this case, only the ON/OFF function is used. This procedure enables a same input to be connected to an ON/OFF output and to a dimming output.

-A	Increase dimming/ON
<u>ڳ</u>	Decrease dimming/OFF
- <b>A</b>	Increase/decrease dimming



#### 3.2.2 Timer

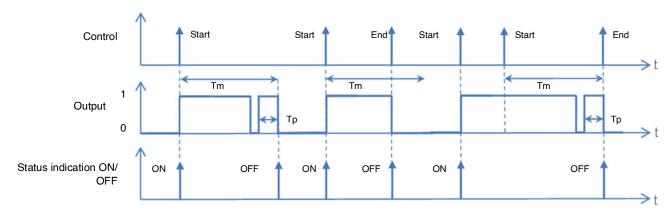
The Timer function is used to switch on a lighting circuit for a programmable period. The timer may be interrupted before expiry of the delay time. A programmable Cut-OFF pre-warning announces the end of the delay time by a 1-second inversion of the output status.



Parameter	Description	Value
Timer duration		Not active, 1 s, 2 s, 3 s, 5 s, 10 s, 15 s, 20 s, 30 s, 45 s, 1 min, 1 min 15 s, 1 min 30 s, <b>2 min*</b> , 2 min 30 s, 3 min, 5 min, 15 min, 20 min, 30 min, 1 h, 2 h, 3 h, 5 h, 12 h, 24 h

Parameter	Description	Value
Cut-OFF pre-warning	This parameter determines the lead time of the cut-OFF prewarning.	Not active, 15 s, <b>30</b> s*, 1 min

#### Operating principle:



Tm: Timer duration
Tp: Pre-warning lead time

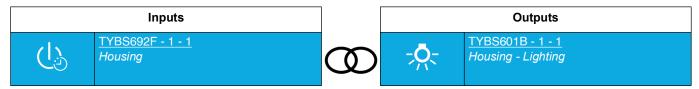
Note: If the lead time of the cut-OFF pre-warning is greater than the duration of the timer, the cut-OFF pre-warning is not triggered.

<sup>\*</sup> Default value



#### ■ The connection:

The Timer function is used to switch on a lighting circuit for a programmable period.

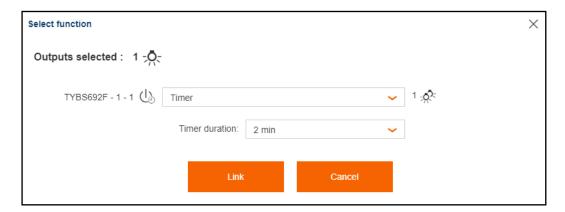


Brief closing of the input contact: timing function light switched on at the last saved level.

#### Timing function interruption:

Prolonged closing of the input contact: stop of timing delay in progress and light is turned off.

Note: At the time of connection, it is possible to define the timer duration.





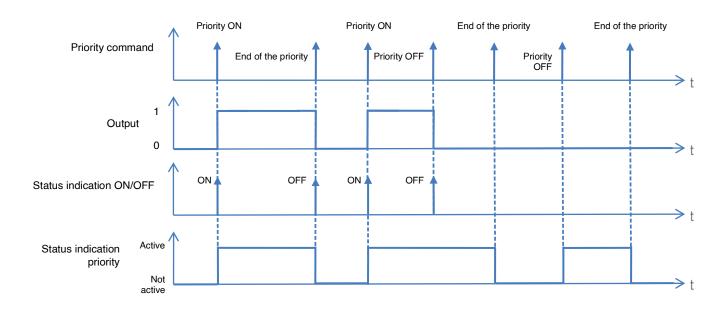
#### 3.2.3 Priority

The Priority function is used to force the output into a defined state.

Priority: Load shedding >**Priority** > Basic function.

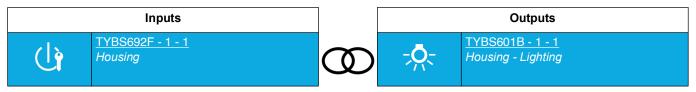
At the end of the priority, the output returns to the status it had before the priority (Memorisation function).

#### Operating principle:



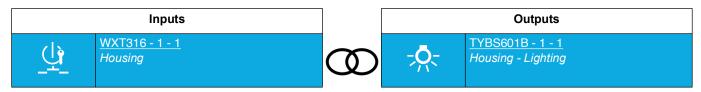
#### Links

- Priority ON: allows forcing and keeping the lighting circuit on.



Closing input contact: turn on the light. Opening input contact: end of the priority.

- Priority ON push-button: allows forcing and keeping the light circuit on using a push-button.



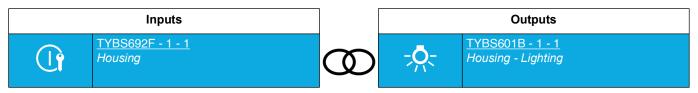
Closing input contact: turn on the light. Opening input contact: no action.

A second closure of the input contact triggers the end of priority.

Note: This function is only available with push-button input products with LEDs indicating status.

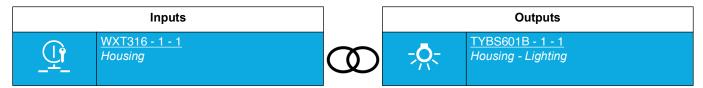


- Priority OFF: allows forcing and keeping the lighting circuit off.



Closing input contact: turns off the light. Opening input contact: end of the priority.

- **Priority OFF push-button**: allows forcing and keeping the lighting circuit off using a push-button.



Closing input contact: turns off the light.

Opening input contact: no action.

A second closure of the input contact triggers the end of priority.

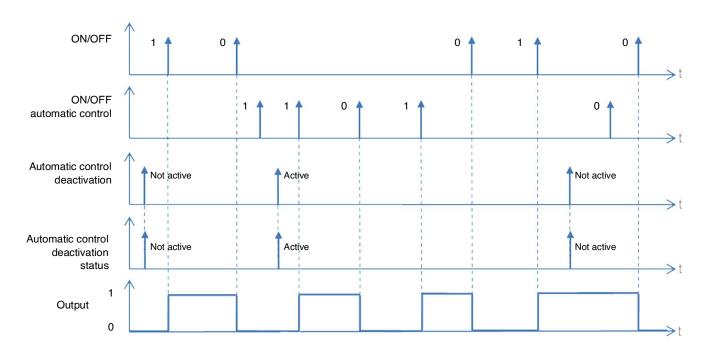
Note: This function is only available with push-button input products with LEDs indicating status.

#### 3.2.4 Automatic control

The Automatic control function is used to command an output in parallel to the ON/OFF function. The two functions have the same level of priority. The last command received will act on the status of the output. An additional command object is used to activate or deactivate the Automatic control.

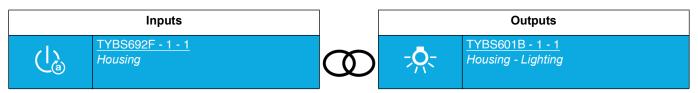
Example: when an output is controlled by a button and in parallel by an automatic control (timer, twilight switch, weather station, etc.) the automatic control can be deactivated for reasons of comfort (vacations, public holidays, etc.).

#### Operating principle:



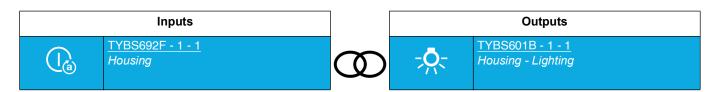
#### Links

- Automatic control ON: allows turning on the light circuit using automatic control.



Closing input contact: turn on the light. Opening input contact: no action.

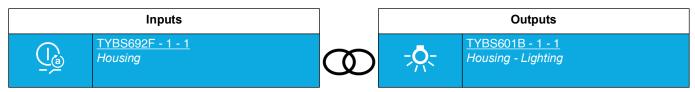
- Automatic control OFF: allows switching off the light circuit using automatic control.



Closing input contact: turns off the light. Opening input contact: no action.

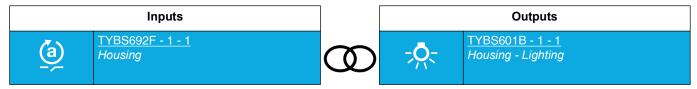


- **ON/OFF automatic control**: allows turning the lighting circuit on or off using automatic control (switch).



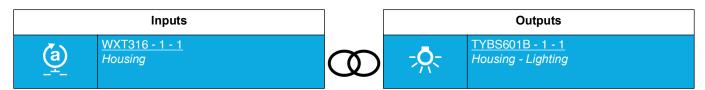
Closing input contact: turns on the light at the last saved level. Opening input contact: turns off the light.

- Automatic control deactivation: deactivates automatic control.



Closing input contact: deactivated automatic control. Opening input contact: activated automatic control.

- **Deactivation Automatic control push-button**: deactivates automatic control using a push-button.



Closing input contact: deactivated automatic control.

Opening input contact: no action.

A second closing input contact triggers activation of the automatic control.

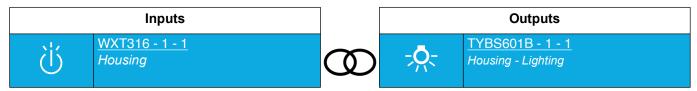
Note: This function is only available with push-button input products with LEDs indicating status.



#### 3.2.5 Central ON/OFF switch

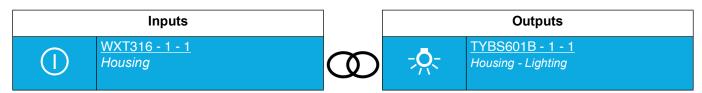
An output can be switched on or off using the ON/OFF function. The command can come from switches, buttons or other control inputs. Unlike the ON/OFF function, it does not send the status indication of the controlled outputs. This prevents KNX bus saturation when switching outputs simultaneously.

- Central ON: switches the lighting circuit on.



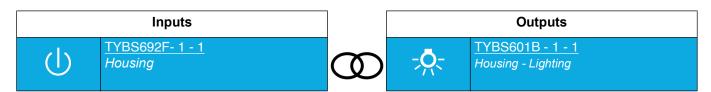
Closing input contact: turns on the light Opening input contact: no action

- Central OFF: switches the lighting circuit off.



Closing input contact: turns off the light Opening input contact: no action

- Central ON/OFF switch: switches the lighting circuit on or off(switch).



Closing input contact: turns on the light Opening input contact: turns off the light

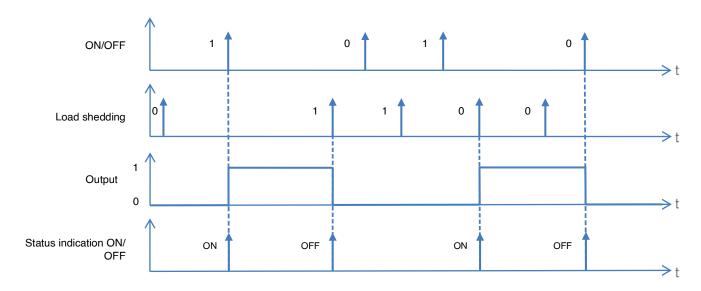
#### 3.2.6 Load shedding

The Load shedding function is used to force an output to OFF.

Priority: **Load shedding** > Priority > Basic function.

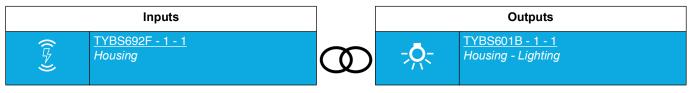
This command has the highest priority. No other command is taken into account if the mode is active. The status of the output is memorised but not applied. At the end of load shedding, the output is switched to the theoretical status without Load shedding (memorisation).

Example: Load shedding function



#### Links

- Load shedding: allows forcing an output to off.



Closing input contact: priority of the output to off.

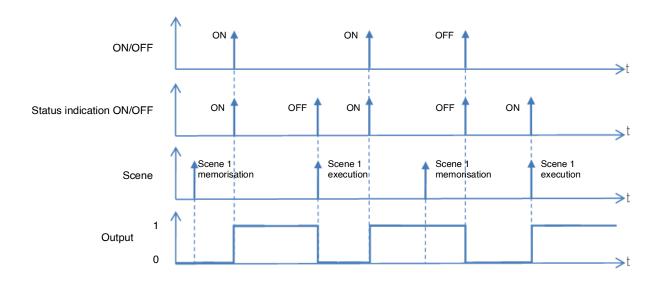
Opening input contact: return to output status before load shedding (memorisation).



#### 3.2.7 Scene

The Scene function is used to switch groups of outputs into a configurable predefined state. Each output can be included in 8 different scenes.

#### Operating principle:



#### Learning and storing scenes

This process is used to change and store a scene. For example, by locally pressing the key in the room or by emission of the values from a visualization.

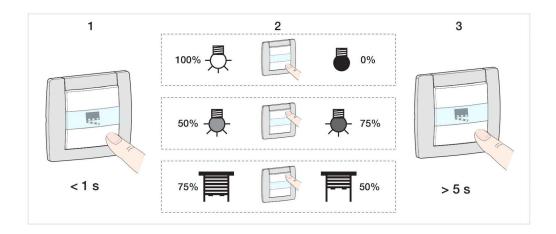
To access and store scenes, the following values must be sent:

Scene number	Access scene (Object value: 1 byte)	Store scene (Object value: 1 byte)
1-64	= Scene number -1	= Scene number +128
Examples		
1	0	128
2	1	129
3	2	130
64	63	191

Here is the scene memorisation for local switches, for example.

- · Activate scene by briefly pressing the transmitter that starts it,
- The outputs (lights, shutters, etc.) are set in the desired state using the usual local control devices (buttons, remote control, etc.),
- Memorise the status of the outputs with a press greater than 5 seconds long on the transmitter that starts the scene. The memorisation can be displayed by short-term activation of the outputs.





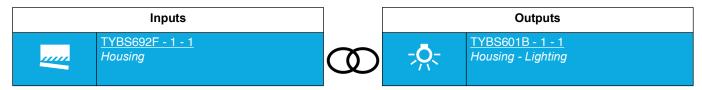
#### **Product learning and memorisation**

This procedure allows modifying a scene using a local action on the push buttons located on the front side of the product.

- · Activate the scene using a short press on the ambiance push button, which triggers the scene,
- Set the product to manual mode and set the outputs to the desired status by pressing the push-buttons associated with the outputs,
- · Return to Auto mode,
- · Save the scene using a long push for more than 5 seconds on the push-button that triggers the scene,
- Memorisation is signalled by the inversion of the concerned output status for 3 sec.

#### Links

- **Scene**: the scene is activated by pressing the push-button.



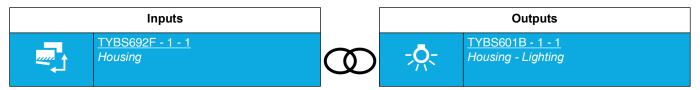
Closing input contact: scene activation. Opening input contact: no action.

Note: At the time the connection is made, the scene number must be defined for the closing input contact.





- Scene switch: the scene is activated according to the closing or opening input contact.



Closing input contact: scene activation 1. Opening input contact: scene activation 2.

Note: At the time the connection is made, the scene number must be defined for the closing and opening input contact.



# 4. Appendix

# 4.1 Specifications

#### - TYBS601B

**KNX Medium** 

Supply voltage KNX

Current consumption KNX

Minimum switching current 230 V~

Breaking capacity

Power dissipation

Circuit-breaker

Surge voltage

Maximum switching cycle rate at full load

Interlock time for changing direction of travel

Operating altitude

Degree of contamination

Operating temperature

Dimension

TP1-256

21...32 V 🚃 SELV

typ. 5 mA

10 mA

μ10 A AC1 230/240 V~

max. 0.6 W

10 A

4 kV

20 switching cycle/min.

software-dependent

max. 2000 m

2

-5° ... +45 °C

44 x 43 x 22,5 mm

#### 4.2 Characteristics

Device	TYBS601B
Max. number of group addresses	254
Max. number of allocations	255
Objects	34



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