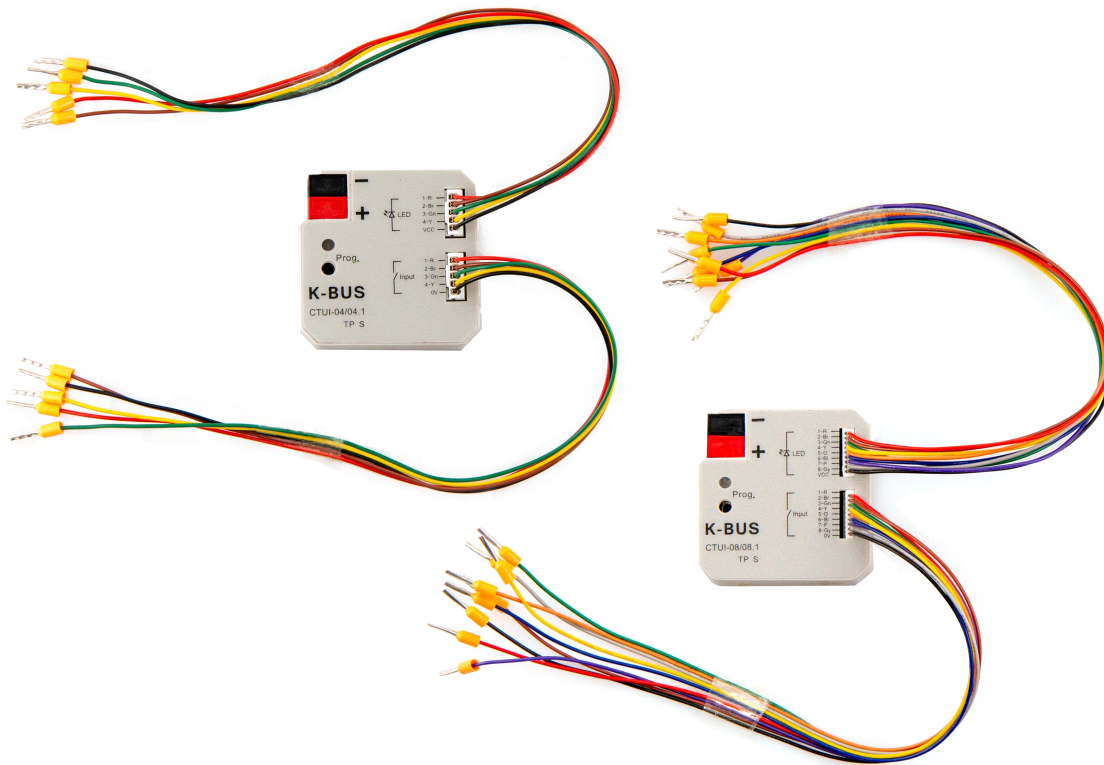


# User Manual

## **K-BUS®** Universal Interface with 12V LED output, 4/8-Fold\_V1.0

**CTUI-04/04.1**

**CTUI-08/08.1**



**KNX/EIB Home and Building Control System**

# Attentions

1. Please keep devices away from strong magnetic field, high temperature, wet environment;



2. Please do not fall the device to the ground or make them get hard impact;



3. Please do not use wet cloth or volatile reagent to wipe the device;



4. Please do not disassemble the devices.

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## Chapter 1 Summary

The Universal Interface with 12V LED output ( hereinafter being referred as Universal Interface) is mainly used in building control system. Via connection of EIB terminals (black/red), the device will be connected to the KNX BUS system to realize different functions in KNX system, and their functions are both simple to operate and intuitive, users can program it according to the requirement to implement the function systematically.

This manual provides technical information about the Universal Interfaces in detail for users as well as assembly and programming, and explains how to use it by the application examples.

The Universal Interface has 4-Fold and 8-Fold inputs, and each input can be used in ON/OFF switch, dimming, shutter control, scenario, RGB control, multiple control, delay sending etc. and is equipped with an LED output indicator. The devices can be installed in a conventional 60 mm or 86mm wiring box. When selecting products, users can choose them according to own require.

The Universal Interface connect to KNX bus directly, no extra power is needed. In programming, both physical addressing and parameter setting can be realized by using ETS with .knxprod files (ETS4 or above). The Universal Interface have many functions that can be used in a wide variety of application areas. The following list provides an overview:

- **Switching and dimming**
- **Shutter control and Value sending**
- **Scenario function and Shift register function**
- **RGB and RGBW dimming**
- **Multiple control**
- **Delay sending(e.g. switching value, dimming value)**
- **LED indication**
- **8 logic function**
- **8 event group function (with 8 parameterizable output in each group)**

Each input of a device can adopt any of the functions described above. In order to ensure the normal work of device in the actual use, the selection of the hardware type in the database must conform to the product type used.

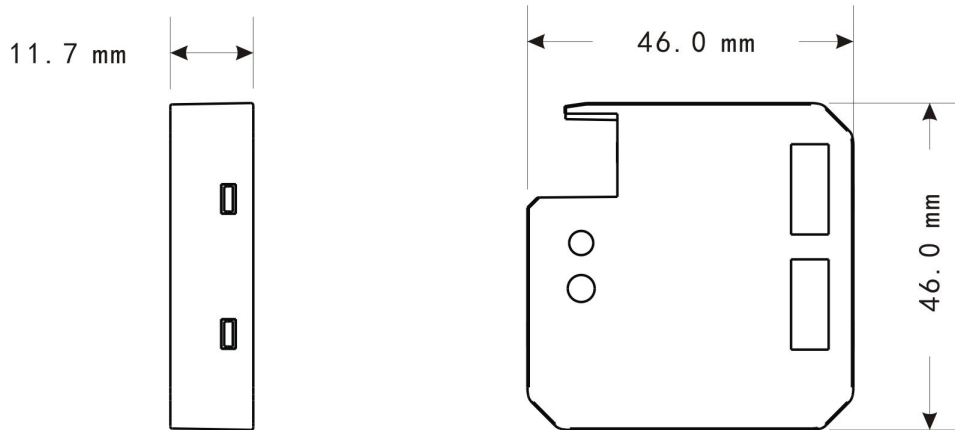
## Chapter 2 Technical Parameter

<b>Power Supply</b>	Bus Voltage	21-30V DC, via KNX bus
	Current consumption EIB/KNX	<12mA
	Power consumption EIB/KNX	<360mW
<b>Inputs</b>	4/8-Fold input channels	Can be individually configured function of input
	Input scanning voltage	12V DC
	Input current	0.5mA
	Connection for input	≤10m
<b>Outputs</b>	4/8-Fold LED outputs	Can be individually configured function of LED
	LED drive voltage	Built-in power 12V DC If Common-cathode,support external input power 12 or 24V DC If Common-anode,support external input power 12V DC The voltage will drop when LED consumption is overload.
	LED drive current, 4-Fold	Common-cathode:1.2mA, Common-anode: 0.9mA
	LED drive current, 8-Fold	Common-cathode: 1mA, Common-anode: 0.9mA
<b>Operation and display</b>	Red LED and push button	Physical address programming
	Green LED flashing	For displaying application layer running normally
<b>Connection</b>	EIB/KNX	Via bus connecting terminal (Diameter 0.8mm)
<b>Temperature</b>	Operation	-5 °C ... 45 °C
	Storage	- 25 °C ... 55 °C
	Transport	- 25 °C ... 70 °C
<b>Environment</b>	Humidity	<93%,except condensation
<b>Installation</b>	Standard 60mm or 86mm wall-box	
<b>Size / Weight</b>	46×46×11.7mm / 0.03KG	

<b>Application Program</b>	<b>Max. Communication Object number</b>	<b>Max. Group address Number</b>	<b>Max. Combined Address Number</b>
Universal Interface with 12V LED output, 4/8-Fold	186	400	400

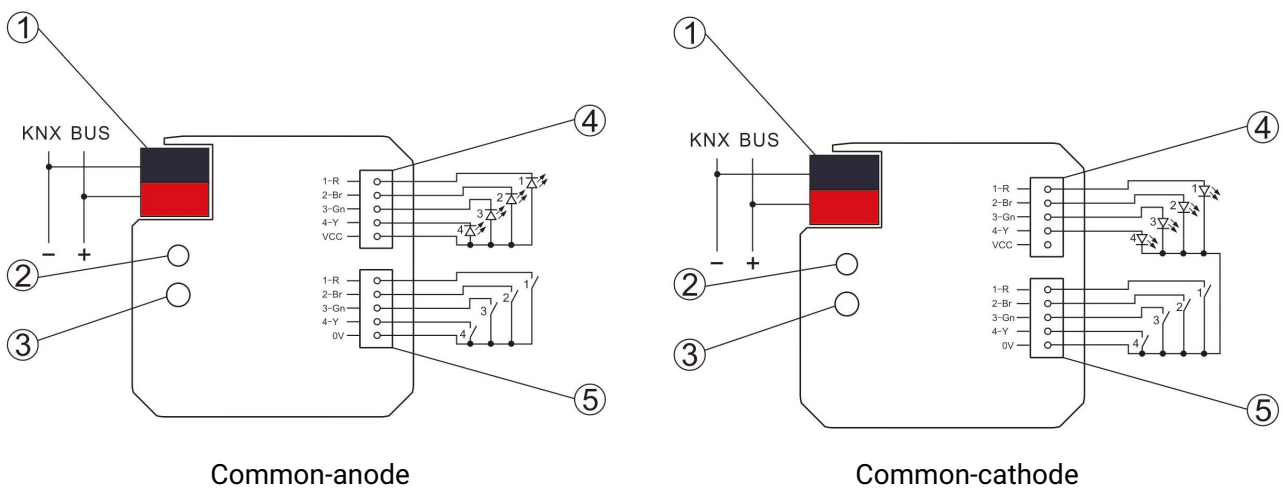
## Chapter 3 Dimension and Wiring Diagram

### 3.1. Dimension

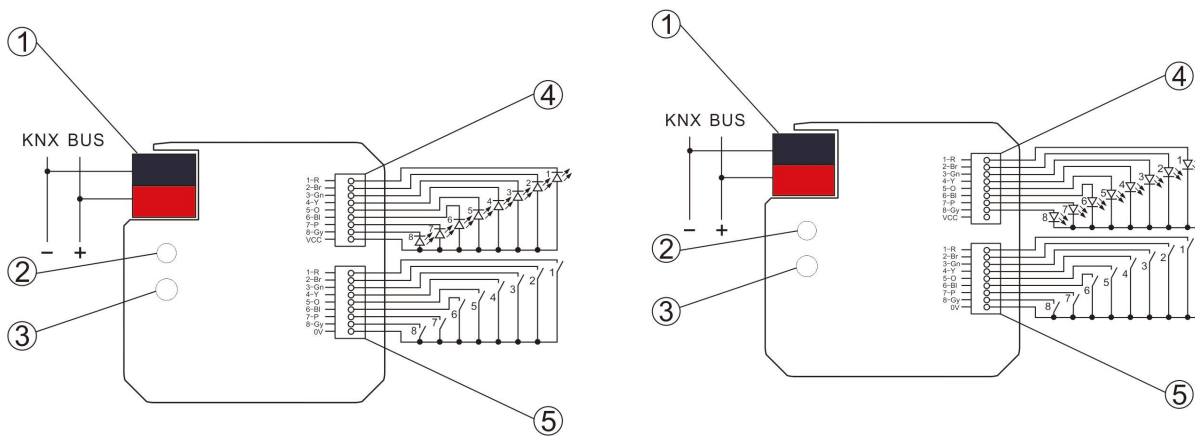


CTUI\_0x/0x.1(x=4,8)

### 3.2. Wiring Diagram



CTUI\_04/04.1



Common-anode

Common-cathode

CTUI\_08/08.1

- ① EIB / KNX bus connection terminal
- ② Red LED for entering the physical address, green LED for application process normally running
- ③ Programming button
- ④ LED terminal, **note: the wiring connection for common-anode and common-cathode**
- ⑤ Input terminal, e.g. Push button
- ④⑤ Terminal wiring identifier:

1-R:red; 2-Br:brown; 3-Gn:green; 4-Y:yellow;

5-O:orange; 6-BI:blue; 7-P:purple; 8-Gy:gray (5~8 only for 8-Fold)

**Note: If the LED drive voltage is the 12V DC provided by the device itself, it refers to the voltage between 0V and VCC.**



## Chapter 4 Parameter setting description in the ETS

### 4.1. Parameter window “General”

“General” Parameter Setting Interface is shown as in Fig.4.1, here you can set the hardware type.

The hardware type of the Universal Interface has 4-Fold input with LED output and 8-Fold input with LED output. The products are designed for 60mm or 86mm box in-wall mounting.

The selection of the product type is based on the actual product used.

General, the Universal Interface input is connected to a conventional push button or switch panel, and the LED output function is used to indicate its input status.

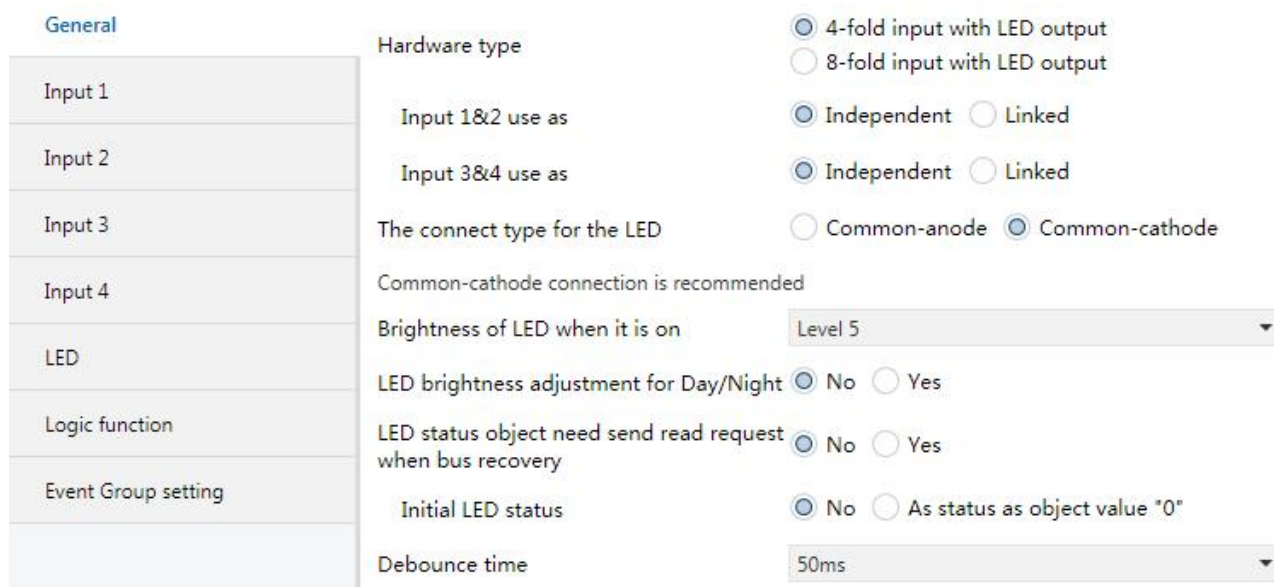


Fig. 4.1 Parameter Setting page “General”

#### Parameter “Hardware type”

This parameter is to set the types of the hardware, and in use choose the matched hardware type via the ETS . Options:

**4-Fold input with LED output**                      **apply to CTUI-04/04.1**

**8-Fold input with LED output**                      **apply to CTUI-08/08.1**

The input function and LED output function will be described in the form of function blocks in below.

Parameter "Input x&y use as (x=1,3,5,7;y=2,4,6,8)"

This parameter only apply to the hardware type with LED output, which is used to set whether to associate two input channels. Options:

**Independent**

**Linked**

Independent: Input x and Input y are used as 2 individual ones.

Linked: two inputs are associated.

Next chapter 4.2 and 4.3 we will take one of input channels (Independent mode) or one of rockers (linked mode) as example to introduce the parameters of each function and communication objects under different applications.

**Note: After the bus power-on recovery or programming, the value of all communication objects is 0.**

**The following parameters are general setting for LED output.**

Parameter "The connect type for the LED"

This parameter is to set the connect type for the LED output. Options:

**Common-anode**

**Common-cathode**

**Common-cathode connection is recommended.**

**Note: the output LEDs are recommended to use a Common-cathode connection. The LED display is better in this case.**

Parameter "Brightness of LED when it is on"

This parameter is to set the brightness of LED output indicator. If no indicator, it is off. Options:

**Level 1**

**Level 2**

**Level 3**

**Level 4**

**Level 5**

If there is distinguish with the day/night mode, then the brightness of LED indicator depends on this parameter in day mode. Otherwise, the brightness of LED indicator will always depends on this parameter.

#### Parameter "LED brightness adjustment for Day/Night"

This parameter is to set if the LED brightness will change accordingly to the day/night mode.

Options:

**No**

**Yes**

No: No matter day or night, the brightness of LED on will not change.

Yes: It distinguish between day/night mode, and the following 3 parameters will be visible when you choose "Yes".

After bus recovery or program downloaded, the brightness of LED indicators is same as the brightness of day mode by default.

#### Parameter "polarity of Day/Night mode"

This parameter is to set the object value for day/night mode conversion. Options:

**Day=1/Night=0**

**Day=0/Night=1**

Day=1/Night=0: The object "Day/Night mode receives the telegram "1", it will turn to day mode, and "0" to night mode.

Day=0/Night=1: The object "Day/Night mode receives the telegram "0", it will turn to day mode, and "1" to night mode.

#### Parameter "Day/Night mode need send read request when bus recovery"

This parameter is to set whether the object "Day / Night mode" sends a read request after bus recovery or program downloaded. Options:

**No**

**Yes**

No: Do not send.

Yes: Send a read request, the LED will indicate accordingly to the brightness of day / night mode. If there is no response, then it indicates in day mode.

#### Parameter "Status LED brightness when it is night"

This parameter is to set the brightness of LED indicator light when it is night. Options:

**OFF**

**Level 1**

**Level 2**

**Level 3**

**Level 4**

**Level 5**

OFF: The LED doesn't light.

Level 1-5: The levels of the brightness, 1 to 5 means darkest to brightest.

#### Parameter "LED status object need send read request when bus recovery"

This parameter is to set whether the LED object will send a read request after bus recovery or program downloaded. Optional:

**No**

**Yes**

No: Do not send. And the following parameter "Initial LED status" is visible when you choose "No".

Yes: Send a read request. And the LED will indicate accordingly to the responded value.

#### Parameter "Initial LED status"

This parameter is visible when you choose "No" in the parameter "LED status object need send read request when bus recovery", it is to set the initial LED status. Options:

**No**

**As status as object value "0"**

No: No indication.

As status as object value "0": To indicate accordingly to the status when LED object value is 0. If the function of LED x selects "control by external object, and 1byte" or "Indicate contact press", there is no indication.

Parameter "Debounce time"

It can set the debounce time to prevent unwanted multiple operation by bouncing of contacts in vibration time, which means the effective time of the contact operation. Options:

- 10ms**
- 20ms**
- ...
- 150ms**

## 4.2. Independent Mode

In this way, the parameter settings and communication objects for each input are independent of each other.

### 4.2.1. "Switch" Function

"Switch" Parameter Setting Interface is shown as in Fig.4.2, with this application, the users can press or release the contact to send a switch telegram.

General	Function of the channel	Switch
Input 1	Distinction between long and short operation	<input type="radio"/> No <input checked="" type="radio"/> Yes
Input 2	Long operation after(*0.1s)	5
Input 3	Reaction on short operation or press the contact	TOGGLE
Input 4	Reaction on long operation or release the contact	no action
LED	Disable function	<input type="radio"/> disable <input checked="" type="radio"/> enable
Logic function	Trigger value of disable object	<input type="radio"/> disable=1/enable=0 <input checked="" type="radio"/> disable=0/enable=1

Fig. 4.2 Parameter Setting Page "Input x- Switch"

Parameter "Distinction between long and short operation"

This parameter is to set if to choose "distinction between long and short operation". If choose "Yes", you should press it for certain time, so it can be identified as long operation and will act accordingly.

**Parameter "Long operation after (\*0.1s) "**

This parameter can be seen under "Distinction between long and short operation", you can set the valid time for long operation. So, when you press longer than the time set here, it will be identified as long operation, otherwise, it will be taken as short operation. Options: **3...25**

Parameter "Reaction on short operation or press the contact"

Parameter "Reaction on long operation or release the contact"

You can set the operation to be performed while pressing the contact / release contact or during long / short operation. When the input is confirmed, the object value will be updated immediately. Options:

**No action**

**ON**

**OFF**

**TOGGLE**

No action: No telegram to be sent.

ON: Send telegram for on.

OFF: Send telegram for off.

TOGGLE: Each operation will switch between on and off. For example, if the last telegram was sent (or received) for on, then the next operation will trigger a telegram for off. When the switch is operated again, it will send a telegram for on etc., So the switch will always remember the previous state and covert to opposite value during next operation.

**Parameter "Disable function"**

This parameter is to set whether to enable the disable function of the contact. Options

**Disable**

**Enable**

If choose "Enable", then you can enable or disable the contact function through objects. It is enabled by default.

This parameter will not be illustrated in next chapters, the usage is similar.

**Parameter "Trigger value of disable object"**

This parameter is set the trigger value of disable/enable the contact. Options:

**Disable=1/enable=0**

**Disable=0/enable=1**

This parameter will not be illustrated in next chapters; the usage is similar.

**4.2.2. "Switch/Dimming" Function**

"Switch/Dimming" parameter setting is shown in fig. 4.3.

General	Function of the channel	Switch/Dimming
Input 1	Long operation after(*0.1s)	5
Input 2	Reaction on short operation	TOGGLE
Input 3	Reaction on long operation	brighter/darker
Input 4	Dimming mode	<input type="radio"/> Start-stop-Dimming <input checked="" type="radio"/> Steps dimming
LED	Brightness change on every sent	12.5%
Logic function	Interval of Tele.cyclic send(*0.1s,0=send once)	0
Event Group setting	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig 4.3 Parameter Setting Page "Input x- Switch/Dimming"

#### Parameter "Long operation after (\*0.1s) "

This parameter is used to define the time for a long operation. If operation time is longer than the time set here, the operation will be identified as long operation, otherwise as short operation.

Option: **3..25**

#### Parameter "Reaction on short operation"

This parameter is used to define the value sent by short operation, Options:

**No action**

**ON**

**OFF**

**TOGGLE**

No action: no telegram sent to the bus.

ON: ON telegram sent to the bus.

OFF: OFF telegram sent to the bus.

TOGGLE: every operation is alternately ON or OFF.

#### Parameter "Reaction on long operation"

This parameter is used to send the relative dimming value (up or down) during long operation, releasing the contact will stop the dimming, Options:

**Brighter**

**Darker**

**Brighter/darker**

Brighter: the dimming up value will be sent.

Darker: the dimming down value will be sent.

Brighter/Darker: dimming up and down will be sent alternately.

**Note: In "TOGGLE" mode of this parameter setting, the value sent will be linked. For example, if the last value is switching on status, then it will be dimmed down in next dimming operation; if the last value is switching off, then it will be dimmed up in next dimming operation.**



#### Parameter "Dimming mode"

This parameter is used to set the way of relative dimming, to define whether the dimming is a start-stop one or step one, Options:

**Start-stop dimming**

**Step dimming**

If "Start-stop dimming" is used, the dimming mode will be start-stop, i.e. a dimming up or down telegram will be sent when the dimming starts, and a stop telegram will be sent when dimming ends. Here the dimming telegram will not be sent cyclically.

If "Step dimming" is used, the dimming mode will be a step one and the dimming telegram will be sent cyclically. When dimming ends, a stop dimming telegram will be sent immediately.

#### Parameter "Brightness change on every sent"

Under Step dimming mode, this parameter is used to set a cyclically sending dimming telegram which changes the brightness percentage, Options:

**100%**

**50%**

...

**1.56%**

#### Parameter "Interval of Tele. Cyclic send (\*0.1s, 0—send once) "

Under Step dimming mode, this parameter is used to set intervals of two cyclically sending dimming telegram, the range is from 0 to 25, 0 means the telegram will be sent once only.

### 4.2.3. "Value/Forced output" Function

"Value/Force output" parameter setting page is shown as fig. 4.4.

General	Function of the channel	Value/Forced output
Input 1	Distinction between long and short operation	<input type="radio"/> No <input checked="" type="radio"/> Yes
Input 2	Long operation after(*0.1s)	5
Input 3	Reaction on short operation or press the contact	1bit value[0.1]
Input 4	Output value[0.1]	0
LED	Reaction on long operation or release the contact	2bit value[0..3]
Logic function	Output value[0.3]	0
Event Group setting	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig. 4.4 Parameter Setting Page "Input x- Value/Forced output"

#### Parameter "Distinction between long and short operation"

This parameter defines whether the contact use long/short operation or not. If "yes", the operation must be long/short enough to be recognized as long/short operation, then long/short operation command will be executed, Options:

- Yes**
- No**

#### Parameter "Long operation after (\*0.1s) "

This parameter is used to distinguish long/short operation, here the long operation activation time can be set. In operation when the contact is pressed longer than the time set here, it will be recognized as long operation, or else short operation.

#### Parameter "Reaction on short operation or press the contact"

#### Parameter "Reaction on long operation or release the contact"

This parameter is used to set the data type sent when contact is pressed/released, Options:

- No reaction**
- 1bit value [0...1]**
- .....
- 2 byte value [0...65535]**

Parameter "Output value[...]"

This parameter is used to define the data value sent after operation, range of the value is defined by the above parameter data type.

#### 4.2.4. "Scene control" Function

"Scene control" parameter setting page is shown in fig. 4.5.

General	Function of the channel	Scene control
Input 1	Distinction between long and short operation	<input type="radio"/> No <input checked="" type="radio"/> Yes
Input 2	Long operation after(*0.1s)	5
Input 3	Reaction on short operation or press the contact	Recall scene
Input 4	Scene number[1..64]	Scene NO.1
LED	Reaction on long operation or release the contact	Store scene
Logic function	Scene number[1..64]	Scene NO.2
Event Group setting	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig. 4.5 Parameter Setting Page "Input x- Scene control"

Parameter "Distinction between long and short operation"

This parameter defines whether the contact use long/short operation or not. If "yes", the operation must be long/short enough to be recognized as long/short operation, then long/short operation command will be executed. Options:

**Yes**

**No**

**Parameter "Long operation after (\*0.1s) "**

This parameter is used to distinguish long/short operation, here the long operation activation time can be set. In operation when the contact is pressed longer than the time set here, it will be recognized as long operation, or else short operation, Options: **3..25.**

Parameter "Reaction on short operation or press the contact"

Parameter "Reaction on long operation or release the contact"

This parameter is used to set the reaction for the scene use or storage when contact is pressed/released, Options:

- No reaction**
- Recall scene**
- Store scene**

Parameter "Scene number(1.. 64)"

This parameter is used to set the scene number, range NO.1~64 is correspondent to telegram 0~63.

#### 4.2.5. "Shutter control" Function

"Shutter control" parameter setting is shown in fig. 4.6.

General	Function of the channel	Shutter Control
Input 1	Long operation after(*0.1s)	5
Input 2	Reaction on short operation	Stop(Adjust Up/Down)
Input 3	Reaction on long operation	Up/Down
	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig. 4.6 Parameter Setting Page "Input x- Shutter control"

Parameter "Long operation after (\*0.1s) "

This parameter is used to set the activation time of long operation. If the contact is pressed longer than the time set here, the operation will be defined as long operation, or else short operation.

Options: **3..25.**

Parameter "Reaction on short/long operation"

This Parameter is used to set the actions when the contact is operated in short/long operation, Options:

- No action**
- Up**
- Down**
- Up/Down**

---

**Stop (Adjust Up)**

**Stop (Adjust Down)**

**Stop (Adjust Up/Down)**

No action: no action is performed.

Up: the shutter/blinds will be opened or moved up.

Down: the shutter/blinds will be closed or moved down.

Up/Down: alternately open/close or move up/down the shutter/blinds

Stop (Adjust Up): stop the shutter movement or move up one angle of blinds.

Stop (Adjust Down): or move down the angle of blinds.

Stop (Adjust Up/Down): stop the shutter movement or move up/down the angle of blinds alternately.

Parameter "Interval of Tele. Cyclic send (\*0.1s, 0=send once) "

This parameter is visible when last one is chosen as "Stop...", it is used to set the time interval of cyclical blinds angle adjustment telegram sent, Options are 0..25, means once only.

### 4.2.6. "Shift register" Function

"Shift register" parameter setting page is shown in fig. 4.7, this function can send value by the way of shift register.

General	Function of the channel	Shift register
Input 1	Shift type	<input checked="" type="radio"/> Shift by step value <input type="radio"/> Shift without step value
Input 2	Value begin with	0
Input 3	Value end with(must be larger than value begin with)	10
Input 4	Step size	2
LED	Direction	<input checked="" type="radio"/> From lowest to highest <input type="radio"/> From highest to lowest
Logic function	Reset function	<input checked="" type="radio"/> Disable <input type="radio"/> Enable by long operation
Event Group setting	Reaction on press the contact	<input type="radio"/> No reaction <input checked="" type="radio"/> Send shift value
	Reaction on release the contact	<input checked="" type="radio"/> No reaction <input type="radio"/> Send shift value
	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig. 4.7 Parameter Setting Page "Input x- Shift register"

#### Parameter "Shift type"

This parameter is used to set the shift type, whether shift by step value or without step value, Options:

**Shift by step value**

**Shift without step value**

Shift by step value: here the starting value and stopping value of shift can be set, the value increased (from low to high) or decreased (from high to low) from every shift can also be set.

Shift without step value: when there's no step value, the actual value sent by each shift can be set (max. 10 value), in every operation one value will be sent.

#### Parameter "Value begin with"

This parameter is available when the "Shift by step value" is activated. It is used to set the starting value of the shift, Options: **0..240**.

#### Parameter "Value end with (must greater than the begin value)"

This parameter is available when the "Shift by step value" is activated. It is used to set the stopping value of the shift, Options: **1..250**.

**The stopping value must be larger than begin value.**

#### Parameter "Step size"

This parameter is available when the "Shift by step value" is activated. It is used to set the increase (from low to high) or decrease (from high to low) value, Options: **0...240**.

#### Parameter "Shift number"

This parameter is available when "Shift without step value" is activated. It is used to set number of shift, with maximum 10 value, Options: **1/2/.../10**.

Setting the value sent from each shift in the following parameters:

#### Parameter "Value 1...10"

This parameter is used to set the value of every shifting operation, Options: **0..255**

#### Parameter "Direction"

This parameter is used to set the shift direction, Options:

**From lowest to highest**

**From highest to lowest**

From lowest to highest: shift from low to high, e.g. from starting value to stopping value, or value 1 to value 10; when it reaches stopping value or value 10, the shift will start once more from starting value or value 1.

From highest to lowest: shift from high to low, e.g. from stopping value to starting value, or value 10 to value 1; when it reaches starting value or value 1, the shift will start once more from stopping value or value 10.

#### Parameter "Reset function"

This parameter is used to set the possibility of enable/disable shift reset function, Options:

**Disable**

**Enable by long operation**

Disable: not possible to reset shift.

Enable by long operation: possible to reset shift by long operation, when reset, shift will start new.

**Parameter "Reaction on press/release the contact"**

This parameter is available when the shift reset function is disabled. It is used to define whether the shift operation will be effected when the contact is pressed/released, Options:

**No reaction**

**Send shift value**

**Parameter "Long operation after (>0.1s) "**

This parameter is available when the shift reset function is enabled. It is used to set the effective time of long operation. So when the contact is pressed for longer time than time set here, it will be defined as long operation, or else short operation, Options: **3..25**.

### 4.2.7. "RGB dimming" Function

Parameter window "RGB dimming" can be shown in Fig. 4.8.

General	Function of the channel	RGB dimming
Input 1	RGB strip type	<input checked="" type="radio"/> RGB <input type="radio"/> RGBW
Input 2	Object type	<input checked="" type="radio"/> 1X3byte <input type="radio"/> 3X1byte
Input 3	Distinction between long and short operation	<input checked="" type="radio"/> No <input type="radio"/> Yes
Input 4	Operation when press the contact	
LED	Red Value	0
Logic function	Green Value	1
Event Group setting	Blue Value	2
	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig. 4.8 Parameter Setting Page "Input x- RGB dimming" (1)



General	Function of the channel	RGB dimming
Input 1	RGB strip type	<input type="radio"/> RGB <input checked="" type="radio"/> RGBW
Input 2	Object type	<input checked="" type="radio"/> 1X6byte <input type="radio"/> 4X1byte
Input 3	Distinction between long and short operation	<input type="radio"/> No <input checked="" type="radio"/> Yes
Input 4	Long operation after(*0.1s)	5
LED	Operation when press the contact	
Logic function	Red Value	0
Event Group setting	Green Value	1
	Blue Value	2
	White Value	3
	Operation when long press the contact	
	Red Value	4
	Green Value	5
	Blue Value	6
	White Value	7
	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig. 4.8 Parameter Setting Page "Input x- RGBW dimming" (2)

Parameter "RGB strip type"

The parameter is used to set the type of RGB strip lights, Options:

**RGB**

**RGBW**

RGB: Apply to adjust RGB these three colors lights;

RGBW: Apply to adjust RGBW these four colors lights.

Parameter "object type"

The parameter is used to object type, Options:

Applicable to RGB type:

**1x3byte** Perform the RGB dimming by a 3byte object

**3x1byte** Execute the RGB dimming by three 1byte objects

Applicable to RGBW type:

**1x6byte** Perform the RGBW dimming by a 6byte object

**4x1byte** Execute the RGBW dimming by four 1byte objects

Parameter "Distinction between long and short operation"

The parameter is used to set the operation of rocker switch whether to distinguish long or short operation. If selecting the "yes" option, long or short operation can be confirmed only after a certain amount of time, and the contact will execute setup actions. Options:

**Yes**

**No**

Parameter "Long operation after (\*0.1s) "

This parameter can be seen under "Distinction between long and short operation", you can set the valid time for long operation. So, when you press longer than the time set here, it will be identified as long operation, otherwise, it will be taken as short operation. Options: **3...25**

Parameter "Operation when press/long press the contact—Red/ Green/Blue/White Value (0..255)"

When setting the operational contact or long/short operation here, the brightness value of sending various colors of strip lights is: **0...255**

#### 4.2.8. "Multiple operation" Functions

Parameter setting interface of "Multiple operation" can be shown in fig. 4.9. Multiple operation functions are set here, with the application, different predefined values can be sent out and different types of functions can be invoked for an operation of the rocker switch. Max. 4 different objects value can be set for each input. Parameter is described as below:

General	Function of the channel	Multiple operation
Input 1	Distinction between long and short operation	<input checked="" type="radio"/> No <input type="radio"/> Yes
Input 2	Object type for object1	1Bit_On/Off
Input 3	Function of press the contact	TOGGLE
Input 4	Object type for object2	1Bit_Up/Down
LED	Function of press the contact	Up/Down
Logic function	Object type for object3	1Byte_RecallScene
Event Group setting	Function of press the contact	<input type="radio"/> No reaction <input checked="" type="radio"/> Send Value
	Value 1(Scene NO.)	Scene NO.1
	Object type for object4	1Byte_Percentage
	Function of press the contact	<input type="radio"/> No reaction <input checked="" type="radio"/> Send Value
	Value 1(Percentage)	30
	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig. 4.9 Parameter Setting Page "Input x- Multiple Operation" (no distinctions between long & short operation)

General	Function of the channel	Multiple operation
Input 1	Distinction between long and short operation	<input type="radio"/> No <input checked="" type="radio"/> Yes
Input 2	Long operation after(*0.1s)	5
Input 3	Object type for object1	1Bit_On/Off
Input 4	Function of short operation	TOGGLE
LED	Function of long operation	TOGGLE
Logic function	Object type for object2	1Bit_Up/Down
Event Group setting	Function of short operation	Up/Down
	Function of long operation	Up/Down
	Object type for object3	1Byte_RecallScene
	Function of short operation	<input type="radio"/> No reaction <input checked="" type="radio"/> Send Value
	Value 1(Scene NO.)	Scene NO.1
	Function of long operation	<input type="radio"/> No reaction <input checked="" type="radio"/> Send Value
	Value 2(Scene NO.)	Scene NO.2
	Object type for object4	1Byte_Percentage
	Function of short operation	<input type="radio"/> No reaction <input checked="" type="radio"/> Send Value
	Value 1(Percentage)	30
	Function of long operation	<input type="radio"/> No reaction <input checked="" type="radio"/> Send Value
	Value 2(Percentage)	100
	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig. 4.9 Parameter Setting Page "Input x- Multiple Operation" (Distinctions of Long & Short Operation)

**Parameter "Distinction between long and short operation"**

The parameter is used to set the operation of rocker switch by whether to distinguish long & short operation. If selecting "yes", long or short operation can be confirmed only after operating for a certain amount of time, and the contact point will execute the setup actions. Options:

**Yes**

**No**

**Parameter "Long operation after (\*0.1s) "**

This parameter can be seen under "Distinction between long and short operation", you can set the valid time for long operation. So, when you press longer than the time set here, it will be identified as long operation, otherwise, it will be taken as short operation. Options: **3...25**

Parameter "Object type for object x(x=1..4)"

Setting here when pressing contact or long/short operation, the data type of sending out. Options:

- Disable**
- 1Bit\_On/Off**
- .....
- 1Byte\_Unsigned value**

**Parameter"Function of press the contact/ Function of short operation/ Function of long operation"**

Setting the specific values of sending here when executing the operation, either no action or sending value (the specific value will be set in next parameter).

**Parameter"Value 1/2 (...) "**

The parameter is visible when object type is selecting "1byte\_RecallScene" "1byte\_StoreScene" "1byte\_Percentage" "1byte\_Unsigned value". It's used to set sending values when executing operations. The range of value is up to the data type selected by the parameter before last one.

### 4.2.9. "Delay mode" Function

Parameter window of "Delay mode" can be shown in fig. 4.10. It's used to set delay mode function here. Sending a value or none when operating, then delaying for a period, another value will be sent out.

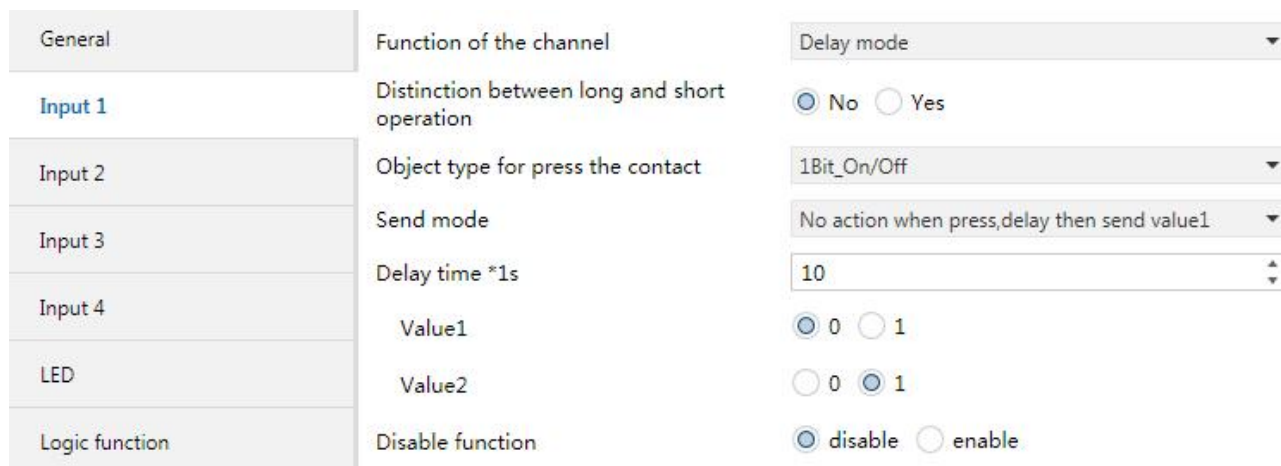


Fig.4.10 Parameter Setting Page "Input x- Delay mode" (no distinction between long & short operation)

General	Function of the channel	Delay mode
Input 1	Distinction between long and short operation	<input type="radio"/> No <input checked="" type="radio"/> Yes
Input 2	Long operation after(*0.1s)	5
Input 3	Object type for short operation	1Bit_On/Off
Input 4	Send mode	No action when press,delay then send value1
LED	Delay time *1s	10
Logic function	Value1	<input checked="" type="radio"/> 0 <input type="radio"/> 1
Event Group setting	Value2	<input type="radio"/> 0 <input checked="" type="radio"/> 1
	Object type for long operation	4Bit_Dimming
	Send mode	No action when press,delay then send value1
	Delay time *1s	10
	Value1	1
	Value2	0
	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig.4.10 Parameter Setting Page "Input x- Delay Mode" (Distinction between long & short operation)

**Parameter "Distinction between long and short operation"**

The parameter is used to set the operation of rocker switch whether to distinguish long or short operation. If choosing "yes", the operation will be confirmed only after operating for a certain amount of time, and then the contact point will execute the setup actions. Options:

**Yes**

**No**

**Parameter "Long operation after (\*0.1s) "**

The parameter is visible when distinguishing the long and short operation, and setting the valid time for long operation here. Therefore, when the operating time of contact surpasses the setting time here, the operation is defined as long operation, otherwise, it's considered as short operation. Options:

**3..25**

**Parameter "Object type of press the contact/ Object type of short operation/ Object type of long operation"**

Setting here when pressing contact or long/short operation, the data type of sending out. Options:

**Disable**

1Bit\_On/Off

4Bit\_Dimming

1Byte\_Unsigned value

**Parameter“Send mode”**

Setting the sending mode here. Options:

**No action when press, delay then send value 1**

**No action when press, delay then send value 2**

**Send value 1 when press, delay then send value 2**

**Send value 2 when press, delay then send value 1**

**Parameter“Delay time\*1s”**

Setting delay time here. Options: 0..6500s

**Parameter“value1/2[...]”**

Setting the data value 1/2 to send. The range of value is up to the selected data type.

### 4.3. Linked Mode

In the way, the input 1 and input 2 are linked. The parameter settings of each function are as follows:

#### 4.3.1. “Switch” Function

The parameter setting page of “Switch” is shown in figure 4.11.

General	Function of the channel	Switch
Rocker 1	Distinction between long and short operation	<input type="radio"/> No <input checked="" type="radio"/> Yes
Rocker 2	Long operation after(*0.1s)	5
LED	Reaction on short operation or press the contact (for Input 1)	TOGGLE
Logic function	Reaction on long operation or release the contact (for Input 1)	no action
Event Group setting	Reaction on short operation or press the contact (for Input 2)	TOGGLE
	Reaction on long operation or release the contact (for Input 2)	no action
	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig. 4.11 Parameter Setting Page “Rocker x- Switch”

#### Parameter "Distinction between long and short operation"

The parameter setting is used to distinguish whether the operation is long or short. If "yes" is selected, then the operation should be long enough to be distinguished for long or short, thereupon the contact will perform selected configuration.

#### Parameter "Long operation after (\*0.1s) "

This parameter is used to distinguish long/short operation, here the long operation activation time can be set. In operation when the contact is pressed longer than the time set here, it will be recognized as long operation, or else short operation. Options **3..25**.

#### Parameter "Reaction on short operation or press the contact (for Input 1 / Input 2)"

#### Parameter "Reaction on long operation or release the contact (for Input 1 / Input 2)"

This parameter is used to set the reaction for the press/release or short/long operation of the contact. When input is confirmed, the object value will be updated immediately, Options:

**No action**

**OFF**

**ON**

**TOGGLE**

No action: no telegram will be sent.

ON: ON telegram will be sent.

OFF: OFF telegram will be sent.

TOGGLE: each operation is switching between ON and OFF, for example, if an ON telegram was last sent out (or received), then the next operation of switch will trigger an OFF telegram. When the switch is operated again, an ON telegram will be sent out, etc. So, the switch always remembers the last state and then switches over to opposite value.



### 4.3.2. "Switch/Dimming" Function

"Switch/Dimming" parameter setting page is shown in figure 4.12.

General	Function of the channel	Switch/Dimming
Rocker 1	Long operation after(*0.1s)	5
Rocker 2	Reaction on short operation (for Input 1)	TOGGLE
LED	Reaction on long operation (for Input 1)	brighter/darker
Logic function	Reaction on short operation (for Input 2)	TOGGLE
Event Group setting	Reaction on long operation (for Input 2)	brighter/darker
	Dimming mode	<input checked="" type="radio"/> Start-stop-Dimming <input type="radio"/> Steps dimming
	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig. 4.12 Parameter Setting Page "Rocker x- Switch/Dimming"

#### Parameter "Long operation after (\*0.1s) "

This parameter is used to distinguish long/short operation, here the long operation activation time can be set. In operation when the contact is pressed longer than the time set here, it will be recognized as long operation, or else short operation, Options **3..25**.

#### Parameter "Reaction on short operation (for Input 1/ Input 2)"

This parameter is used to setup the value of switch in short operation, Options:

**No action**

**OFF**

**ON**

**TOGGLE**

No action: no telegram will be sent.

ON: ON telegram will be sent.

OFF: OFF telegram will be sent.

TOGGLE: each operation will ON or OFF alternately .

#### Parameter "Reaction on long operation (for Input 1/ Input 2)"

This parameter is used to setup the relative dimming value sent in long operation, brighter or darker, stop dimming when release the contract, Options:

**No reaction**

**Brighter**

**Darker**

**Brighter/Darker**

No action: no telegram will be sent.

Brighter: by long operation a dimming up telegram will be sent.

Darker: by long operation a dimming down telegram will be sent.

Brighter/Darker: every operation will switch from brighter and darker alternately .

**Note: In the parameter setting of switch and relative dimming, when there's a "brighter/darker" option, there will be a linked relation between them, e.g. if the switch object receives an ON telegram, it will dim "darker" in the next dimming. If it receives an OFF telegram, it will dim brighter when dimming.**

#### Parameter "Dimming mode"

This parameter is used to set the way of relative dimming, to define whether the dimming is a start-stop one or step one, Options:

**Start-stop dimming**

**Step dimming**

If "Start-stop dimming" is used, the dimming mode will be start-stop, i.e. a dimming up or down telegram will be sent when the dimming starts, and a stop telegram will be sent when dimming ends. Here the dimming telegram will not be sent cyclically.

If "Step dimming" is used, the dimming mode will be a step one and the dimming telegram will be sent cyclically. When dimming ends, a stop dimming telegram will be sent immediately.

#### Parameter "Brightness change on every sent"

Under Step dimming mode, this parameter is used to set a cyclically sending dimming telegram which changes the brightness percentage, Options:

**100%**

**50%**

**...**

**1.56%**

**Parameter "Interval of Tele. Cyclic send (\*0.1s, 0=send once) "**

Under Step dimming mode, this parameter is used to set intervals of two cyclically sending dimming telegram, the range is from 0 to 25, 0 means the telegram will be sent once only.

**4.3.3. "Scene control" Function**

"Scene control" parameter setting page is shown in fig. 4.13.

General	Function of the channel	Scene control
Rocker 1	Distinction between long and short operation	<input type="radio"/> No <input checked="" type="radio"/> Yes
Rocker 2	Long operation after(*0.1s)	5
LED	Reaction on short operation or press the contact (for Input 1)	Recall scene
Logic function	Scene number[1..64]	Scene NO.1
Event Group setting	Reaction on long operation or release the contact (for Input 1)	Store scene
	Scene number[1..64]	Scene NO.2
	Reaction on short operation or press the contact (for Input 2)	No reaction
	Reaction on long operation or release the contact (for Input 2)	No reaction
	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig. 4.13 Parameter Setting Page "Rocker x- Scene control"

**Parameter "Distinction between long and short operation"**

This parameter defines whether the contact use long/short operation or not. If "yes", the operation must be long/short enough to be recognized as long/short operation, then long/short operation command will be executed, Options:

**No**

**Yes**

**Parameter "Long operation after (\*0.1s) "**

This parameter is used to distinguish long/short operation, here the long operation activation time can be set. In operation when the contact is pressed longer than the time set here, it will be recognized as long operation, or else short operation, Options: **3..25**.

Parameter "Reaction on short operation or press the contact" (for Input 1/ Input 2)

Parameter "Reaction on long operation or release the contact" (for Input 1/ Input 2)

This parameter is used to set the reaction for the scene use or storage when contact is pressed/released, Options:

**No reaction**

**Recall scene**

**Store scene**

Parameter "Scene number(1..64)"

This parameter is used to set the scene number, range NO.1~64 is correspondent to telegram 0~63.

#### 4.3.4. "Shutter control" Function

"Shutter control" parameter setting page is shown in fig. 4.14.

General	Function of the channel	Shutter Control
Rocker 1	Long operation after(*0.1s)	5
Rocker 2	Reaction on short operation (for Input 1)	Stop(Adjust Up/Down)
LED	Reaction on long operation (for Input 1)	Up/Down
Logic function	Reaction on short operation (for Input 2)	Stop(Adjust Up/Down)
Event Group setting	Reaction on long operation (for Input 2)	Up/Down
	Interval of Tele.cyclic send(*0.1s,0=send once)	0
	Disable function	<input checked="" type="radio"/> disable <input type="radio"/> enable

Fig. 4.14 Parameter Setting Page "Rocker x- Shutter control"

Parameter "Long operation after (\*0.1s) "

This parameter is used to set the activation time of long operation. If the contact is pressed longer than the time set here, the operation will be defined as long operation, or else short operation, Options:

3..25.

**Parameter "Reaction on short/long operation"**

This Parameter is used to set the actions when the contact is operated in short/long operation, Options:

**No action**

**Up**

**Down**

**Up/Down**

**Stop (Adjust Up)**

**Stop (Adjust Down)**

**Stop (Adjust Up/Down)**

No action: no action is performed.

Up: the shutter/blinds will be opened or moved up.

Down: the shutter/blinds will be drawn or moved down.

Up/Down: alternately open/close or move up/down the shutter/blinds.

Stop (Adjust Up): stop the shutter movement or move up one angle of blinds.

Stop (Adjust Down): or move down the angle of blinds.

Stop (Adjust Up/Down): stop the shutter movement or move up/down the angle of blinds alternately.

**Parameter "Interval of Tele. Cyclic send (\*0.1s, 0=send once) "**

This parameter is is used to set the time interval of cyclical blinds angle adjustment telegram sent in long operation, Options are 0..25, 0 means once only.

#### 4.4. Parameter window “LED function”

This parameter window is used to set the LED function. Each input provide a LED indication.Each LED can be set separately.Take one of the LED for detailed explanation.

General	LED 1 function	Control by contact switch object
Rocker 1	The object value='0',LED is	<input checked="" type="radio"/> OFF <input type="radio"/> ON
Rocker 2	The object value='1',LED is	<input type="radio"/> OFF <input checked="" type="radio"/> ON
<b>LED</b>	LED 2 function	Control by external object
Logic function	External object datatype	<input type="radio"/> 1bit <input checked="" type="radio"/> 1byte
Event Group setting	Threshold value is	50
	If object value<threshold value,LED is	<input checked="" type="radio"/> OFF <input type="radio"/> ON
	If object value=threshold value,LED is	<input type="radio"/> OFF <input checked="" type="radio"/> ON
	If object value>threshold value,LED is	<input checked="" type="radio"/> OFF <input type="radio"/> ON
	LED 3 function	Control by external object
	External object datatype	<input checked="" type="radio"/> 1bit <input type="radio"/> 1byte
	The object value='0',LED is	<input checked="" type="radio"/> OFF <input type="radio"/> ON
	The object value='1',LED is	<input type="radio"/> OFF <input checked="" type="radio"/> ON
	LED 4 function	Indicate contact press
	When press the contact,LED flashing time is	500ms

Fig. 4.15 Parameter Setting Page “LED”

#### Parameter “LED X function”

LED function setting, Options:

- Disable**
- Control by contact switch object**
- Control by external object**
- Indicate contact press**

Disable: deactivating LED function;

Control by contact switch object: the LED indication is determined by the switch object of the contact,no matter there is long/short operation,pressing or releasing the contact;Under the switch

function, it is determined by the "switch object"; Under dimming function, it is determined by the "short, switch" object. Under others function, the LED indication cannot be controlled.

Control by external object: the LED indication can be controlled independently; It will be not influenced by the contact functions.

Indicate contact press: when there is an operation of the contact, the LED will flash at the set time intervals. But if the contact is set "No function", the LED will not flash.

#### Parameter "External object data type"

This parameter is available when LED function "Control by external object" is activated. It is used for setting the data type of the LED object, Options:

**1bit**

**1byte**

#### Parameter "The object value = '0/1', LED is"

This parameter is available when the LED function "Control by contact switch object" or "Control by external object and 1bit" is activated.

**OFF**

**ON**

#### Parameter "Threshold value is"

This parameter is available when the LED function "Control by external object and 1byte" is activated. It is used for setting the threshold value of the LED indication.

#### Parameter "If object value < threshold value, LED is"

This parameter is available when the LED function "Control by external object and 1byte" is activated. It is used for setting the status of the LED indication when the object value is smaller than the threshold value. The Options:

**OFF**

**ON**

#### Parameter "If object value = threshold value, LED is"

This parameter is available when the LED function "Control by external object and 1byte" is activated. It is used for setting the status of the LED indication when the object value is the same with the threshold value. The Options:

**OFF**

**ON**

**Parameter "If object value>threshold value, LED is"**

This parameter is available when the LED function "*Control by external object and 1byte*" is activated. It is used for setting the status of the LED indication when the object value is larger than the threshold value. The Options:

**OFF**

**ON**

**Parameter "When press the contact, LED flashing time is"**

This parameter is available when the LED function "*Indicate contact press*" is activated. It is used for setting the LED flashing time when there is contact operation, Options:

**500ms**

**1s**

**2s**

**3s**



## 4.5. Parameter window “Logic function”

Parameter window “Logic function” can be shown in fig. 4.16. It can enable the Logic function. And there are 8 logic functions in total.

General	1st Logic function	<input type="radio"/> disable	<input checked="" type="radio"/> enable
Input 1	2nd Logic function	<input checked="" type="radio"/> disable	<input type="radio"/> enable
Input 2	3rd Logic function	<input checked="" type="radio"/> disable	<input type="radio"/> enable
Input 3	4th Logic function	<input checked="" type="radio"/> disable	<input type="radio"/> enable
Input 4	5th Logic function	<input checked="" type="radio"/> disable	<input type="radio"/> enable
LED	6th Logic function	<input checked="" type="radio"/> disable	<input type="radio"/> enable
	7th Logic function	<input checked="" type="radio"/> disable	<input type="radio"/> enable
<b>Logic function</b>	8th Logic function	<input checked="" type="radio"/> disable	<input type="radio"/> enable

Fig. 4.16 Parameter Setting Page “Logic function – disable/enable”

General	Function of channel	AND
Input 1	Input a	Disconnected
Input 2	Default value	<input checked="" type="radio"/> 0 <input type="radio"/> 1
Input 3	Input b	Disconnected
Input 4	Default value	<input checked="" type="radio"/> 0 <input type="radio"/> 1
LED	Input c	Disconnected
Logic function	Default value	<input checked="" type="radio"/> 0 <input type="radio"/> 1
<b>1st Logic</b>		
Event Group setting	Input d	Disconnected
	Default value	<input checked="" type="radio"/> 0 <input type="radio"/> 1
	Input e	Disconnected
	Default value	<input checked="" type="radio"/> 0 <input type="radio"/> 1
	Input f	Disconnected
	Default value	<input checked="" type="radio"/> 0 <input type="radio"/> 1
	Input g	Disconnected
	Default value	<input checked="" type="radio"/> 0 <input type="radio"/> 1
	Input h	Disconnected
	Default value	<input checked="" type="radio"/> 0 <input type="radio"/> 1
	Result is inverted	<input checked="" type="radio"/> No <input type="radio"/> Yes
	Read input object value after bus voltage recovery	<input checked="" type="radio"/> No <input type="radio"/> Yes
	Output send when	<input checked="" type="radio"/> Receiving a new telegram <input type="radio"/> Every change of output object
	Send delay time: Base	None
	Factor: 1..255	1

Fig. 4.17 Parameter Setting Page "Logic function -- AND/OR/XOR"

General	Function of channel	Gate forwarding
Input 1	Object type of Input/Output	1bit
Input 2	Default scene NO. of Gate after device startup(1~64,0=inactive)	0
Input 3	1->Gate trigger scene NO. is (1~64,0=inactive)	0
Input 4	Input A send on	Output A
LED	Input B send on	Output B
Logic function	Input C send on	Output C
	Input D send on	Output D
<b>1st Logic</b>	2->Gate trigger scene NO. is (1~64,0=inactive)	0
Event Group setting	Input A send on	Output A
	Input B send on	Output B
	Input C send on	Output C
	Input D send on	Output D

Fig. 4.18 Parameter Setting Page "Logic function -- Gate forwarding"

General	Function of channel	Threshold comparator
Input 1	Threshold value data type	1byte
Input 2	Threshold value 0..255	0
Input 3	If Object value < Threshold value	Do not send telegram
Input 4	If Object value = Threshold value	Do not send telegram
LED	If Object value != Threshold value	Do not send telegram
Logic function	If Object value > Threshold value	Do not send telegram
	If Object value <= Threshold value	Do not send telegram
	If Object value >= Threshold value	Do not send telegram
<b>1st Logic</b>	Output send when	<input checked="" type="radio"/> Receiving a new telegram <input type="radio"/> Every change of output object
Event Group setting	Send delay time: Base	None
	Factor: 1..255	1

Fig. 4.19 Parameter Setting Page "Logic function -- Threshold comparator"

General	Function of channel	Format convert
Input 1	Function	2x1Bit-->1x2Bit
Input 2	Output send when	<input checked="" type="radio"/> Receiving a new telegram <input type="radio"/> Every change of output object
Input 3		
Input 4		
LED		
Logic function		

1st Logic

Fig. 4.20 Parameter Setting Page "Logic function -- Format convert"

#### Parameter "Function of channel"

This parameter is used for setting the Logic function of the channel, Options:

**Disable**

**AND**

**OR**

**XOR**

**Gate forwarding**

**Threshold comparator**

**Format convert**

AND/OR/XOR: These parameter is similar with the communication object. The only difference is the Logical algorithm. Take one of the logical function for detailed instruction as follows.

#### 4.5.1. "AND/OR/XOR" Function

Parameter window "AND/OR/XOR" can be shown in fig. 4.17

##### Parameter "Input a/b/c/d/e/f/g/h"

This parameter is used for setting whether the logic input x will be involved in the logical operating, or normal operating or inverted operating.

**Disconnected**

**Normal**

**Inverted**

Disconnected: not involved in the logical operating;

Normal: Involved in the logical operating directly;

Inverted: the inverted value will be Involved in the logical operating.

**Note: The "inverted operation" will not applied to the default value.**

##### Parameter "Default value"

This parameter is used for setting the default value of the logical input x, Options:

**0**

**1**

##### Parameter "Result is inverted"

This parameter is used for setting whether the "inverted operation" is applied to the logical operation result, Options:

**No**

**Yes**

No: Output directly;

Yes: output the inverted value.

##### Parameter "Read input object value after bus voltage recovery"

This parameter is used for setting whether the reading telegram will be sent to the logical input object after the programming or resetting.

**No**

**Yes**

**Parameter "Output send when"**

This parameter is used for setting the conditions of sending logical operating result.

**Receiving a new telegram**

**Every change of output object**

Option "Receiving a new telegram", the logical result will be sent to the bus every time when there is logical input.

Option "Every change of output object", the logical result will be sent to the bus when there is changes of logical result. **Note: Although there is no change of the logical result for first logical operating, the logical result will still be sent to the bus.**

**Parameter "Send delay time"**

**Base:**

**None**

**0.1s**

**1s**

**...**

**10s**

**25s**

**Factor: 1..255**

This parameter is used for setting the delay time of the logical result to be sent to the bus.

Delay time = Base x Factor. If the option Base is "None", then there is no delay.

#### 4.5.2. "Gate forwarding" Function

Parameter window "Gate forwarding" can be shown in fig. 4.18

Parameter "Object type of Input/Output"

To set the object type of the input/output object. Options:

**1bit**

**4bit**

**1byte**

Parameter "Default scene NO. Of Gate after device startup (1..64, 0=inactive)"

After the device is started, the scenario of logical gate forwarding can be performed by default.

This scenario needs to be configured in the parameters. Options: **1..64, 0=inactive**

Parameter "z->Gate trigger scene NO. is(1..64,0=inactive)" (z:1~8)

To set the scene number of logic gate forwarding. Each logic can trigger maximum 8 scenes.

Options: **1..64, 0=inactive.**

Parameter "Input A/B/C/D send on"

To set the output after gate forwarding input. Options:

**Output A**

**Output B**

..

**Output B,C,D**

Usually the input value is the same as the output value, and depending on the option, one input can be forwarded to single or multiple outputs.

**Note: Select the gate scene before operation, otherwise the default scene will be activated.**

### 4.5.3. "Threshold comparator" Function

Parameter window " Threshold comparator " can be shown in fig. 4.19 .

Parameter " Threshold value data byte "

Here set the threshold data types. Optional:

**4bit**

**1byte**

**2byte**

**4byte**

Parameter " Threshold value.... "

Sets the threshold, threshold value range determined by its data type: **4bit 0..15/1byte 0..255/**

**2byte 0..65535 /4byte 0..4294967295**

Parameter " If Object value<Threshold value "

Parameter " If Object value=Threshold value "

Parameter " If Object value!=Threshold value "

Parameter " If Object value>Threshold value "

Parameter " If Object value<=Threshold value "

Parameter " If Object value>=Threshold value "

These parameters are used to set the input threshold is less than, equal to, not equal to, greater than, less than, equal to or greater than or equal to the set threshold value, the logical result values should be sent. Options:

**Do not send telegram**

**Send value "0"**

**Send value "1"**

Do not send telegram: Select this option regardless of the parameters;

Send value "0"/ "1": When the condition is satisfied, send telegram 0 or 1. If the parameter sets

Options that conflict, so the final result will be considered by the last valid parameter. For

example, when parameter "If Object value=Threshold value" set Send value "0", while the parameter "If

Object value< =Threshold value" settings Send value "1" , and so when an object value is equal to the

threshold value, the logical result will be sent " 1 " .



**Parameter " Output send when "**

Here to set conditions for sending results of logical operations. Optional:

**Receiving a new telegram**

**Every change of output object**

Option " Receiving a new telegram "Each receives an input value; the logical result will be sent to the bus;

Option " Every change of output object " When the logic changes occur to the results, are sent to the bus. **Note: when you first perform logical operations, logical operations results do not change, will also be sent.**

**Parameter " Send delay time "**

**Base:**

**None**

**0.1s**

**1s**

**...**

**25s**

**Factor: 1..255**

This parameter is used to set the delay time of sending results of logical operations to the bus. Delay =Base x Factor, if the Base option to "None", there is no delay.

#### 4.5.4. "Format convert" Function

Parameter window "Format convert" can be shown in fig. 4.20

##### Parameter "Format convert type"

To set the format convert type. Options:

**2x1bit-->1x2bit**

**8x1bit-->1x1byte**

**1x1byte-->1x2byte**

**2x1byte-->1x2byte**

**2x2byte-->1x4byte**

**1x1byte-->8x1bit**

**1x2byte-->2x1byte**

**1x4byte-->2x2byte**

**1x3byte-->3x1byte**

**3x1byte-->1x3byte**

##### Parameter "Output send when"

To set the conditions for sending logical results. Options:

**Receiving a new telegram**

**Every change of output object**

Receiving a new telegram: Each time an object receives a new input value, the result is sent to the bus;

Every change of output object: Only when the logic result changes, the result will be sent to the bus.

**Note: When the logic operation is performed for the first time, the logical operation result will be sent even when it does not change.**

## 4.6. Parameter window "Event Group setting "

"Event Group setting" Parameter settings window as in Figure 4.21 as shown, this function is used to enable the event group, total 8 Group events feature can be set for each group and 8 Output.

General	Event Group 1 Function	<input checked="" type="radio"/> disable <input type="radio"/> enable
Input 1	Event Group 2 Function	<input checked="" type="radio"/> disable <input type="radio"/> enable
Input 2	Event Group 3 Function	<input checked="" type="radio"/> disable <input type="radio"/> enable
Input 3	Event Group 4 Function	<input checked="" type="radio"/> disable <input type="radio"/> enable
Input 4	Event Group 5 Function	<input checked="" type="radio"/> disable <input type="radio"/> enable
LED	Event Group 6 Function	<input checked="" type="radio"/> disable <input type="radio"/> enable
Logic function	Event Group 7 Function	<input checked="" type="radio"/> disable <input type="radio"/> enable
	Event Group 8 Function	<input checked="" type="radio"/> disable <input type="radio"/> enable

[Event Group setting](#)

Fig.4.21 Parameter Setting Page "Event Group setting -- disable/enable"

General	Object type of output 1	1bit
Input 1	1->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	0
Input 2	Object value of output 1 (0..1)	<input checked="" type="radio"/> 0 <input type="radio"/> 1
Input 3	Delay time for sending [0..63]*0.1s	0
Input 4	2->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	0
LED	Object value of output 1 (0..1)	<input checked="" type="radio"/> 0 <input type="radio"/> 1
Logic function	Delay time for sending [0..63]*0.1s	0
Event Group setting	3->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	0
	Object value of output 1 (0..1)	<input checked="" type="radio"/> 0 <input type="radio"/> 1
	Delay time for sending [0..63]*0.1s	0
<b>G1:Output 1 Function</b>		
G1:Output 2 Function	4->output 1 trigger scene NO. is (1~64 is active,0 is inactive)	0
G1:Output 3 Function	Object value of output 1 (0..1)	<input checked="" type="radio"/> 0 <input type="radio"/> 1
G1:Output 4 Function	Delay time for sending [0..63]*0.1s	0

Fig.4.22 Parameter Setting page "G x: Output y Function"

**Parameter "Event Group x Function" (x:1~8)**

This parameter is used to enable Event group function. Optional:

**Disable**

**Enable**

When a event group function is enable, 8 sub Outputs configuration parameters are visible. As every event group function is the same, and each outputs of event group function is the same, so, here we have one group of one output parameter description, for example:

**Parameter "Object type of output y (y:1~8)"**

This parameter defines the set of output y data type. Optional:

**1bit**

**1byte**

**2byte**

**Parameter "z->Output y trigger scene NO. is (1~64 is active,0 is inactive)" (z:1~6)**

This parameter defines the set of output y. To define the trigger scenarios that need to execute. Each output can be triggered for up to 6 scenes, Options: **0..64,0= is not activated.**

**Parameter "Object value of output y (0..1/0..255/0..65535)"**

Set output value, range of values, by Output y Type of data. **1bit 0..1/1byte 0..255/ 2byte 0..65535**

**Parameter "Delay time for send [0..63]\*0.1s"**

Set the delay time of sending for output value. Option: **0..63.**

## Chapter 5 Communication object description

The medium for One devices communicate with other devices on the bus is Communication object, Each communications object is detailed below.

**Note:** in the property column in the table below "C" Communications represents a communication object functionality is enabled, the "W" On behalf of a distribution object to rewriting across the bus, "R" On behalf of a distribution object's value can be read via the bus, "T" Represents a communication object with transfer function, "U" On behalf of a distribution object's value can be updated.

### 5.1. "General" communication object description

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
49	LED brightness	Day/Night mode			1 bit	C	-	W	T	U	switch	Low

Fig. 5.1 "General" communication object

Object No.	Function	Name	Type	Property	DPT
<b>49</b>	<b>Day/Night mode</b>	<b>LED brightness</b>	<b>1bit</b>	<b>C, W, T, U</b>	<b>1.001 DPT_Switch</b>
This object is used to switch day or night mode to apply different brightness level.					

Table 5.1 "General" communication object table

### 5.2. Input function communication object description

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
1	Input 1	Press/release, Switch			1 bit	C	-	W	T	U	switch	Low
5	Input 1	Disable			1 bit	C	-	W	-	-	enable	Low

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
1	Input 1	Short operation, Switch			1 bit	C	-	W	T	U	switch	Low
2	Input 1	Long operation, Switch			1 bit	C	-	W	T	U	switch	Low
5	Input 1	Disable			1 bit	C	-	W	-	-	enable	Low

"Switch" Function

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
1	Input 1	Short,Switch			1 bit	C	-	W	T	U	switch	Low
2	Input 1	Long,Dimming			4 bit	C	-	W	T	-	dimming...	Low
5	Input 1	Disable			1 bit	C	-	W	-	-	enable	Low

"Switch/dimming" Function

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
1	Input 1	Short/Press,1bit value			1 bit	C	-	-	T	-	switch	Low
2	Input 1	Long/Release,2bit value			2 bit	C	-	-	T	-	switch con...	Low
5	Input 1	Disable			1 bit	C	-	W	-	-	enable	Low

"Value/Force output" Function

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
1	Input 1	Short/Press,scene			1 byte	C	-	-	T	-	scene con...	Low
2	Input 1	Long/Release,scene			1 byte	C	-	-	T	-	scene con...	Low
5	Input 1	Disable			1 bit	C	-	W	-	-	enable	Low

"Scene control" Function

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
1	Input 1	Up/Down,Blind			1 bit	C	-	-	T	-	up/down	Low
2	Input 1	Stop/Adjust,Blind			1 bit	C	-	-	T	-	step	Low
5	Input 1	Disable			1 bit	C	-	W	-	-	enable	Low

"Shutter control" Function

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
1	Input 1	Register value			1 byte	C	-	W	T	-	counter p...	Low
5	Input 1	Disable			1 bit	C	-	W	-	-	enable	Low

"Shift register" Function

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
1	Input 1	Red dimming value			1 byte	C	-	-	T	-	counter p...	Low
2	Input 1	Green dimming value			1 byte	C	-	-	T	-	counter p...	Low
3	Input 1	Blue dimming value			1 byte	C	-	-	T	-	counter p...	Low
4	Input 1	White dimming value			1 byte	C	-	-	T	-	counter p...	Low
5	Input 1	Disable			1 bit	C	-	W	-	-	enable	Low
1	Input 1	RGB dimming value			3 bytes	C	-	-	T	-	RGB value...	Low
1	Input 1	RGBW dimming value			6 bytes	C	-	-	T	-	RGB value...	Low

"RGB dimming" Function

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
1	Input 1	Object1-On/Off			1 bit	C	-	W	T	-	switch	Low
2	Input 1	Object2-Up/Down			1 bit	C	-	W	T	-	up/down	Low
3	Input 1	Object3-SceneControl			1 byte	C	-	-	T	-	scene con...	Low
4	Input 1	Object4-Percentage			1 byte	C	-	-	T	-	percentag...	Low
5	Input 1	Disable			1 bit	C	-	W	-	-	enable	Low

"Multiple operation" Function

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
1	Input 1	Press,Delay mode			1 bit	C	-	-	T	-	switch	Low
5	Input 1	Disable			1 bit	C	-	W	-	-	enable	Low

"Delay mode" Function

Fig. 5.2 Communication objects of input

Object No.	Function	Name	Type	Property	DPT
1	Press/release, Switch	Input/Rocker X	1bit	C,W,T,U	1.001 DPT_Switch
1	Short operation, Switch	Input/Rocker X	1bit	C,W,T,U	1.001 DPT_Switch
2	Long operation, Switch	Input/Rocker X	1bit	C,W,T,U	1.001 DPT_Switch
The communication object is used to trigger a switching operation. "Press/release" is visible when there is no distinguish for short/long operation. "Short/Long operation" is visible when there is distinguish for short/long operation.					
1	Short, Switch	Input/Rocker X	1bit	C,W,T,U	1.001 DPT_Switch
The communication objects are used to trigger switch Operation. Telegram:0 – off, 1 – on					
2	Long, Dimming	Input/Rocker X	4bit	C,W,T	3.007 DPT_Dimming control
This communication objects triggers a dimming operation. The telegram 1~7 is to dim down, larger values of this range, smaller amplitude of dimming down , 0 is to stop dimming; while the telegram 9~15 dim up,larger values of this range, smaller amplitude of dimming up. 8 is to stop the dimming.					
1	Short/Press,1bit/2bit/4bit/ 1byte/2byte value	Input X	1bit/2bit/4bit /1byte/2byte	C,T	1.001 DPT_Switch/ 2.001 DPT_Switch control/ 3.007DPT_Dimming control/ 5.010 DPT_counter pulses/ 7.001 DPT_pulses
2	Long/Release,1bit/2bit/ 4bit/1byte/2byte value	Input X	1bit/2bit/4bit /1byte/2byte	C,T	
The communication object is used to send a fixed value, to send a range of values determined by the data type, the data type is determined by the parameter "Reaction on short operation or press the contact"/ "Reaction on long operation or release the contact" Set					
1	Short/Press, Scene	Input/Rocker X	1byte	C,T	18.001 DPT_SceneControl
2	Long/Release, Scene	Input/Rocker X	1byte	C,T	18.001 DPT_SceneControl



Sending a communication object 8bit Instruction calls or store scenes. Detailed 8bit the meaning of the directive.

Set up a 8bit Orders for the ( Binary code ) : FXNNNNNN

F: '0' recall scene; '1' for storage scene;

X : 0 ;

NNNNNN: Scene number( 0... 63).

Parameter setting Options are 1~64 Actually communication object "Scene" Corresponds to the telegram received is 0~63 . Such as parameter settings is the scene 1, Communication object "Scene" sends the scene for 0. As follows:

Object message value	Description
0	Recall scene 1
1	Recall scene 2
2	Recall scene 3
...	...
63	Recall scene 64
128	Store scene 1
129	Store scene 2
130	Store scene 3
...	...
191	Store scene 64

<b>1</b>	<b>Up/Down, Blind</b>	<b>Input/Rocker X</b>	<b>1bit</b>	<b>C,T</b>	<b>1.008 DPT_up/down</b>
This object is used to move up/down the curtain. Telegram:					
0 -- Move up the curtains / blinds					
1 -- Move down the curtains / blinds					
<b>2</b>	<b>Stop/Adjust,Blind</b>	<b>Input/Rocker X</b>	<b>1bit</b>	<b>C,T</b>	<b>1.007 DPT_Step</b>
This object is used to stop the curtain moving or adjusting the shutter angle.					
<b>1</b>	<b>Register value</b>	<b>Input X</b>	<b>1bit</b>	<b>C,T</b>	<b>5.010 DPT_counter pulses</b>
This address is used to send shift register value.					
<b>1</b>	<b>Red dimming value</b>	<b>Input X</b>	<b>1byte</b>	<b>C,T</b>	<b>5.010 DPT_counter pulses</b>
This object is used to send R ( Red ) The dimming value.					



<b>2</b>	<b>Green dimming value</b>	<b>Input X</b>	<b>1byte</b>	<b>C,T</b>	<b>5.010 DPT_counter pulses</b>
This object is used to send G ( Green ) The dimming value.					
<b>3</b>	<b>Blue dimming value</b>	<b>Input X</b>	<b>1byte</b>	<b>C,T</b>	<b>5.010 DPT_counter pulses</b>
This object is used to send B ( Blue ) The dimming value.					
<b>4</b>	<b>White dimming value</b>	<b>Input X</b>	<b>1byte</b>	<b>C,T</b>	<b>5.010 DPT_counter pulses</b>
This object is used to send W ( white ) The dimming value.					
<b>1</b>	<b>RGB dimming value</b>	<b>Input X</b>	<b>3byte</b>	<b>C,T</b>	<b>232.600 RGB value 3x(0..255)</b>
This object is used to send RGB Tri-color lamp brightness values. The highest bit is the dimming value of R (red).					
<b>1</b>	<b>RGBW dimming value</b>	<b>Input X</b>	<b>6byte</b>	<b>C,T</b>	<b>251.600 DPT_Colour_RGBW</b>
This object is used to send RGBW Four-colour light brightness value. The highest bit is the dimming value of R (red).					
The encoding of the RGBW dimming value is: U8 U8 U8 U8 R8 R4 B4, Details as follow:					
6 <sub>MSB</sub>	5	4	3	2	1 <sub>LSB</sub>
R	G	B	W	Reserved	r r r r mR mG mB mW
UUUUUUUU	UUUUUUUU	UUUUUUUU	UUUUUUUU	00000000	0000BBBB
R: Colour Level Red ;					
G: Colour Level Green;					
B: Colour Level Blue;					
W: Colour Level White;					
mR: Shall specify whether the colour information red in the field R is valid or not. , 0=not valid, 1=valid;					
mG: Shall specify whether the colour information green in the field G is valid or not. , 0=not valid, 1=valid;					
mB: Shall specify whether the colour information blue in the field B is valid or not. , 0=not valid, 1=valid;					
mW: Shall specify whether the colour information white in the field W is valid or not. , 0=not valid, 1=valid.					

1	Object x-On/Off	Input X	1bit	C,W,T	1.001DPT_Switch
	Object x-Up/Down		1bit	C,W,T	1.008DPT_up/down
	Object x-SceneControl		1byte	C,T	18.001DPT_SceneControl
	Object x-Percentage		1byte	C,T	5.001DPT_Scaling
	Object x-Unsigned value		1byte	C,T	5.010DPT_counter pulses
These objects for multiple object up and activate 4 ( x=1,2,3,4 ), Through these objects, once, can be sent simultaneously 4 A different type of object values to the bus.					
1	Press, Delay mode	Input X	1bit	C,T	1.001 DPT_Switch
			4bit		3.007 DPT_Dimming control
			1byte		5.010 DPT_counter pulses
The value of this object is used to send time-delay mode of communication, there are three types of values to choose from.					
5	Disable	Input /Rocker X	1bit	C,W	1.003 DPT_enable
This object is used to disable/ enable the input function.					

Table 5.2 Communication object of Input table

### 5.3. LED communication object description

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
41	LED 1	Status			1 bit	C	-	W	T	U	switch	Low
42	LED 2	Status			1 byte	C	-	W	T	U	counter p...	Low

Fig. 5.3 LED communication object

Object No.	Function	Name	Type	Property	DPT
41	Status	LED X	1bit/1byte	C,W,T,U	1.001 DPT_Switch/5.010 DPT_counter pulses
This communication object is used to receive a type of 1bit / 1byte, LED indicates the state according to the received message and parameter settings.					

Table 5.3 LED communication object table

## 5.4. Logic Function communication object description

### 5.4.1. “AND/OR/XOR” communication object

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input a			1 bit	C	-	W	T	U	boolean	Low
51	1st Logic	Input b			1 bit	C	-	W	T	U	boolean	Low
52	1st Logic	Input c			1 bit	C	-	W	T	U	boolean	Low
53	1st Logic	Input d			1 bit	C	-	W	T	U	boolean	Low
54	1st Logic	Input e			1 bit	C	-	W	T	U	boolean	Low
55	1st Logic	Input f			1 bit	C	-	W	T	U	boolean	Low
56	1st Logic	Input g			1 bit	C	-	W	T	U	boolean	Low
57	1st Logic	Input h			1 bit	C	-	W	T	U	boolean	Low
58	1st Logic	Logic result			1 bit	C	-	-	T	-	boolean	Low

Fig. 5.4\_1 “Logic function\_AND/OR/XOR” communication object

Object No.	Function	Name	Types	Property	DPT
<b>50..57</b>	<b>Input x</b>	<b>1<sup>st</sup> /.../8<sup>th</sup> Logic</b>	<b>1bit</b>	<b>C,W,T,U</b>	<b>1.002 DPT_boolean</b>
The communication object is used to receive the value of the logic Input x.					
<b>58</b>	<b>Logic result</b>	<b>1<sup>st</sup> /.../8<sup>th</sup> Logic</b>	<b>1bit</b>	<b>C,T</b>	<b>1.002 DPT_boolean</b>
The communication object is used to send logical result.					

Table. 5.4\_1 “AND/OR/XOR” communication object table

### 5.4.2. "Gate forwarding" communication object

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Gate value select			1 byte	C	-	W	-	-	scene number	Low
51	1st Logic	Input A			1 bit	C	-	W	-	-	switch	Low
52	1st Logic	Input B			1 bit	C	-	W	-	-	switch	Low
53	1st Logic	Input C			1 bit	C	-	W	-	-	switch	Low
54	1st Logic	Input D			1 bit	C	-	W	-	-	switch	Low
55	1st Logic	Output A			1 bit	C	-	-	T	-	switch	Low
56	1st Logic	Output B			1 bit	C	-	-	T	-	switch	Low
57	1st Logic	Output C			1 bit	C	-	-	T	-	switch	Low
58	1st Logic	Output D			1 bit	C	-	-	T	-	switch	Low

Fig. 5.4\_2 "Logic function\_Gate forwarding" communication object

Object No.	Function	Name	Type	Property	DPT
<b>50</b>	<b>Gate value select</b>	<b>1<sup>st</sup> /.../8<sup>th</sup> Logic</b>	<b>1byte</b>	<b>C,W</b>	<b>17.001 scene number</b>
The communication object is used to select a scene for logic gate forwarding.					
<b>51..54</b>	<b>Input x</b>	<b>1<sup>st</sup> /.../8<sup>th</sup> Logic</b>	<b>1bit</b> <b>4bit</b> <b>1byte</b>	<b>C,W</b>	<b>1.001 switch</b> <b>3.007 DPT_Dimming control</b> <b>5.010 DPT_counter pulses</b>
The communication object is used to receive the value of the logic gate input Input x.					
<b>55..58</b>	<b>Output x</b>	<b>1<sup>st</sup> /.../8<sup>th</sup> Logic</b>	<b>1bit</b> <b>4bit</b> <b>1byte</b>	<b>C,T</b>	<b>1.001 switch</b> <b>3.007 DPT_Dimming control</b> <b>5.010 DPT_counter pulses</b>
The communication object is used to output the value after the logic gate is forwarded. The output value is the same as the input value, but an input can be forwarded to one or more outputs, set by parameters.					

Table 5.4\_2 "Logic function\_Gate forwarding" communication object table

### 5.4.3. “Threshold comparator” communication object

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Threshold value input			1 byte	C	-	W	-	U	counter pulse...	Low
58	1st Logic	Logic result			1 bit	C	-	-	T	-	boolean	Low

Fig. 5.4\_3 “Logic function\_Threshold comparator” communication object

Object No.	Function	Name	Type	Property	DPT
<b>50</b>	<b>Threshold value input</b>	<b>1<sup>st</sup> /.../8<sup>th</sup> Logic</b>	<b>4bit</b> <b>1byte</b> <b>2byte</b> <b>4byte</b>	<b>C,W,U</b>	<b>3.007 DPT_Dimming control</b> <b>5.010 DPT_counter pulses</b> <b>7.001 DPT_pulses</b> <b>12.001 DPT_counter pulses</b>
This communication object for input the threshold value.					
<b>58</b>	<b>Logic result</b>	<b>1<sup>st</sup> /.../8<sup>th</sup> Logic</b>	<b>1bit</b>	<b>C,T</b>	<b>1.002 DPT_boolean</b>
This communication object for sending logic operate results. (The value which will be sent after comparing the threshold value of object input with the threshold value was set)					

Table 5.4\_3 “Logic function\_Threshold comparator” communication object table

### 5.4.4. “Format convert” communication object

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 1bit-bit0			1 bit	C	-	W	-	U	boolean	Low
51	1st Logic	Input 1bit-bit1			1 bit	C	-	W	-	U	boolean	Low
58	1st Logic	Output 2bit			2 bit	C	-	-	T	-	switch control	Low

“2x1bit -> 1x2bit” function: to change 2 of 1 bit’s value to 1 of 2 bit’s value, such as: Input bit1=1, bit0=0-> Output 2bit=2

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 1bit-bit0			1 bit	C	-	W	-	U	boolean	Low
51	1st Logic	Input 1bit-bit1			1 bit	C	-	W	-	U	boolean	Low
52	1st Logic	Input 1bit-bit2			1 bit	C	-	W	-	U	boolean	Low
53	1st Logic	Input 1bit-bit3			1 bit	C	-	W	-	U	boolean	Low
54	1st Logic	Input 1bit-bit4			1 bit	C	-	W	-	U	boolean	Low
55	1st Logic	Input 1bit-bit5			1 bit	C	-	W	-	U	boolean	Low
56	1st Logic	Input 1bit-bit6			1 bit	C	-	W	-	U	boolean	Low
57	1st Logic	Input 1bit-bit7			1 bit	C	-	W	-	U	boolean	Low
58	1st Logic	Output 1byte			1 byte	C	-	-	T	-	counter pulse...	Low

“8x1bit -> 1x1byte” function: to change 8 of 1bit’s value to 1 of 1 byte’s value, such as: Input bit2=1, bit1=1, bit0=1,the others are 0-> Output 1byte=7.

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 1byte			1 byte	C	-	W	-	U	counter pulse...Low	
58	1st Logic	Output 2byte			2 bytes	C	-	-	T	-	pulses	Low

“1x1byte --> 1x2byte” function: to change 1 of 1 byte’s value to 1 of 2 byte’s value, such as: Input 1byte=125-->

Output 2byte=125, the data type changed, even the same value.

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 1byte-low			1 byte	C	-	W	-	U	counter pulse...Low	
51	1st Logic	Input 1byte-high			1 byte	C	-	W	-	U	counter pulse...Low	
58	1st Logic	Output 2byte			2 bytes	C	-	-	T	-	pulses	Low

“2x1byte --> 1x2byte” function: to changed 2 of 1 byte’s value to 1 of 2 byte’s value, such as: Input 1byte-low = 255

(\$FF), Input 1byte-high = 100 (\$64) --> Output 2byte = 25855 (\$64 FF)

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 2byte-low			2 bytes	C	-	W	-	U	pulses	Low
51	1st Logic	Input 2byte-high			2 bytes	C	-	W	-	U	pulses	Low
58	1st Logic	Output 4byte			4 bytes	C	-	-	T	-	counter pulse...Low	

“2x2byte --> 1x4byte” function: to changed 2 of 2 byte’s value to 1 of 4 byte’s value, such as: Input 2byte-low = 65530

(\$FF FA), Input 2byte-high = 32768 (\$80 00)--> Output 2byte = 2147549178 (\$80 00 FF FA)

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 1byte			1 byte	C	-	W	-	U	counter pulse...Low	
51	1st Logic	Output 1bit-bit0			1 bit	C	-	-	T	-	boolean	Low
52	1st Logic	Output 1bit-bit1			1 bit	C	-	-	T	-	boolean	Low
53	1st Logic	Output 1bit-bit2			1 bit	C	-	-	T	-	boolean	Low
54	1st Logic	Output 1bit-bit3			1 bit	C	-	-	T	-	boolean	Low
55	1st Logic	Output 1bit-bit4			1 bit	C	-	-	T	-	boolean	Low
56	1st Logic	Output 1bit-bit5			1 bit	C	-	-	T	-	boolean	Low
57	1st Logic	Output 1bit-bit6			1 bit	C	-	-	T	-	boolean	Low
58	1st Logic	Output 1bit-bit7			1 bit	C	-	-	T	-	boolean	Low

“1x1byte --> 8x1bit” function: to change 1 of 1 byte’s value to 8 of 1 bit’s value, such as: Input 1byte=200 --> Output

bit0=0, bit1=0, bit2=0, bit3=1, bit4=0, bit5=0, bit6=1, bit7=1

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 2byte			2 bytes	C	-	W	-	U	pulses	Low
57	1st Logic	Output 1byte-low			1 byte	C	-	-	T	-	counter pulse...Low	
58	1st Logic	Output 1byte-high			1 byte	C	-	-	T	-	counter pulse...Low	

“1x2byte --> 2x1byte” function: to changed 1 of 2 byte’s value to 2 of 1 byte’s value, such as: Input 2byte = 55500

(\$D8 CC) --> Output 1byte-low = 204 (\$CC), Output 1byte-high =216 (\$D8)

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 4byte			4 bytes	C	-	W	-	U	counter pulse...Low	
57	1st Logic	Output 2byte-low			2 bytes	C	-	-	T	-	pulses	Low
58	1st Logic	Output 2byte-high			2 bytes	C	-	-	T	-	pulses	Low

“1x4byte --> 2x2byte” function: to changed 1 of 4 byte’s value to 2 of 2 byte’s value, such as: Input 4byte = 78009500

(\$04 A6 54 9C) --> Output 2byte-low = 21660 (\$54 9C), Output 2byte-high =1190 (\$04 A6)



Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 3byte			3 bytes	C	-	W	-	U		Low
56	1st Logic	Output 1byte-low			1 byte	C	-	-	T	-	counter pulse...Low	
57	1st Logic	Output 1byte-middle			1 byte	C	-	-	T	-	counter pulse...Low	
58	1st Logic	Output 1byte-high			1 byte	C	-	-	T	-	counter pulse...Low	

“1x3byte --> 3x1byte” function: to changed 1 of 3 byte’s value to 3 of 1 byte’s value, such as: Input 3byte = \$78 64 C8--> Output 1byte-low = 200 (\$C8) , Output 1byte-middle = 100 (\$64) , Output 1byte-high =120 (\$78)

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
50	1st Logic	Input 1byte-low			1 byte	C	-	W	-	U	counter pulse...Low	
51	1st Logic	Input 1byte-middle			1 byte	C	-	W	-	U	counter pulse...Low	
52	1st Logic	Input 1byte-high			1 byte	C	-	W	-	U	counter pulse...Low	
58	1st Logic	Output 3byte			3 bytes	C	-	-	T	-		Low

“3x1byte --> 1x3byte” function: to changed 3 of 1 byte’s value to 1 of 3 byte’s value, such as: Input 1byte-low = 150 (\$96), Input 1byte-middle = 100 (\$64), Input 1byte-high = 50 (\$32) --> Output 3byte = \$32 64 96

Object No.	Function	Name	Type	Property	DPT
<b>50</b>	<b>Input ...</b>	<b>1<sup>st</sup> /.../8<sup>th</sup> Logic</b>	<b>1bit</b> <b>1byte</b> <b>2byte</b> <b>3byte</b> <b>4byte</b>	<b>C,W,U</b>	<b>1.002 DPT_boolean</b> <b>5.010 DPT_counter pulses</b> <b>7.001 DPT_pulses</b> <b>232.600 RGB value 3x(0..255)</b> <b>12.001 DPT_counter pulses</b>
This communication object for inputting the transfer value in need.					
<b>58</b>	<b>Output ...</b>	<b>1<sup>st</sup> /.../8<sup>th</sup> Logic</b>	<b>2bit</b> <b>1byte</b> <b>2byte</b> <b>3byte</b> <b>4byte</b>	<b>C,T</b>	<b>2.001 DPT_Switch control</b> <b>5.010 DPT_counter pulses</b> <b>7.001 DPT_pulses</b> <b>232.600 RGB value 3x(0..255)</b> <b>12.001 DPT_counter pulses</b>
This communication object for outputting the value was transferred.					

Table 5.4\_4 “Logic function\_Format convert” communication object table

## 5.5. Event Group communication object description

Number	Name	Object Function	Description	Group Address	Length	C	R	W	T	U	Data Type	Priority
122	Event	Main event trigger			1 byte	C	-	W	-	-	scene number	Low
123	1st Event Group	Sub event output 1			1 bit	C	-	-	T	-	switch	Low
124	1st Event Group	Sub event output 2			1 bit	C	-	-	T	-	switch	Low
125	1st Event Group	Sub event output 3			1 bit	C	-	-	T	-	switch	Low
126	1st Event Group	Sub event output 4			1 bit	C	-	-	T	-	switch	Low
127	1st Event Group	Sub event output 5			1 bit	C	-	-	T	-	switch	Low
128	1st Event Group	Sub event output 6			1 bit	C	-	-	T	-	switch	Low
129	1st Event Group	Sub event output 7			1 bit	C	-	-	T	-	switch	Low
130	1st Event Group	Sub event output 8			1 bit	C	-	-	T	-	switch	Low

Fig. 5.5 Event Group communication object

Object No.	Function	Name	Type	Property	DPT
<b>125</b>	<b>Main event trigger</b>	<b>Event</b>	<b>1byte</b>	<b>C,W</b>	<b>17.001 DPT_scene number</b>
<p>This Communication object is used to trigger every output in event group to send certain value to bus via scenario function.</p>					
<b>126</b>	<b>Sub event output 1..8</b>	<b>1<sup>st</sup> /.../8<sup>th</sup> Event Group</b>	<b>1bit 1byte 2byte</b>	<b>C,T</b>	<b>1.001 DPT_Switch 5.010 DPT_counter pulses 7.001 DPT_pulses</b>
<p>If the certain scene was assigned, the communication object will send certain value to bus which set in parameter. If the scene didn't active, the data will not be sent.</p>					

Table 5.5 Event Group communication object table