Technical documentation

GIRA

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50153100

Pushbutton sensor 4.55 Plus

Order no.: 5015 .., 5016 ..

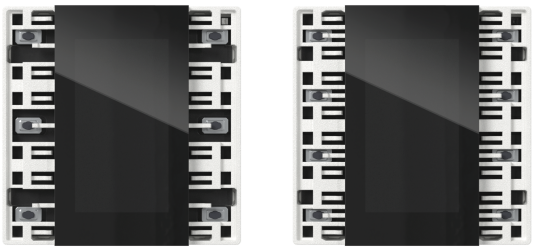


Table of contents

1 Product catalogue

Product name	Pushbutton sensor 4.55 Plus, 1-gang/3-gang for KNX
Order no.	5015 003 (white), 5015 050 (black)
Use	Sensor
Design	Flush-mounted

Product name	Pushbutton sensor 4.55 Plus, 2-gang/4-gang for KNX
Order no.	5016 003 (white), 5016 050 (black)
Use	Sensor
Design	Flush-mounted

1.1 General

The pushbutton sensor 4.55 with display, 1-gang, 2-gang, 3-gang, 4-gang for KNX is primarily used in building system technology. It is connected to the KNX system via the KNX connection terminals. It is functionally simple and intuitive to operate. The pushbutton sensor can be installed in both residential and commercial buildings and in new or existing KNX installations. The user can configure the pushbutton sensor and the display to execute and display functions in the KNX system to suit their own specific needs. Individual icons and text for the display can be programmed for each rocker. In order to save energy and increase the device's service life, the display can be deactivated after a certain period of time. The proximity sensor activates the display when you approach it.

The device is compatible with KNX Data Secure. KNX Data Secure provides protection against tampering in building automation and can be configured within the ETS project. Detailed specialist knowledge is required. For secure start-up, a device certificate, which has been affixed to the device, is required. While performing mounting, removing the certificate from the device and storing it in a safe place is recommended.

The device can be updated. Firmware updates can be carried out using the device's own software.

1.2 Functions

- Pushbutton sensor with integrated bus coupler (item no. 5015 ..) can be used in a 1-gang or 3-gang variant, depending on whether a 1-gang or 3-gang rocker set is selected.
- Pushbutton sensor with integrated bus coupler (item no. 5016 ..) can be used in a 2-gang or 4-gang variant, depending on whether a 2-gang or 4-gang rocker set is selected.
- Pushbutton sensor with integrated display for displaying functions and status.
- Rocker or button function can be set for each operating surface.
- Integrated temperature and humidity sensor.
- Integrated proximity sensor, transmission of a telegram when approached.
- Integrated orientation LED.
- Alarm message with sound and warning (text).
- User-defined colours for text and icons.
- Screensaver that can show up to four elements (time, date etc.) on the display.

Rocker function

- Switch (ON, OFF, CHANGE), dimming, scene auxiliary unit, blind and controller auxiliary unit.
- Differentiation between long or short button press.
- Dimming mode, start/stop or stepped dimming.
- Retrieve/save scenes.
- Controller auxiliary unit for operating mode switchover (comfort, standby, night) or setpoint adjustment.

Button function

- Switch (ON, OFF, CHANGE), dimming, RGB switching/value transmission, RGBW switching/value transmission, colour temperature switching/value transmission, value transmitter, scene auxiliary unit, blind, shift register, 4-channel operation and colour temperature adjustment.
- Dim colour temperature: this function is only available with the 2-gang, 3-gang and 4-gang pushbutton sensors.
- RGB dimming: this function is only available with the 3-gang and 4-gang pushbutton sensors.
- RGBW dimming: this function is only available with the 4-gang pushbutton sensor.
- Differentiation between long or short button press.
- Dimming mode, start/stop or stepped dimming.
- Retrieve/save scenes.
- Value transmitter (1-bit, 2-bit, 4-bit, 1-byte, 2-byte, 4-byte).

Two zero-voltage contacts

- Connection of a Gira remote sensor (predefined values) or an NTC temperature sensor or switch, button, leakage sensor and condensation sensor.
- Function: Response when closing or opening (ON, OFF, CHANGE) the contact, scene auxiliary unit (retrieve/save), string transmission (14-byte) and differentiation between long or short button press.

Display properties

- Configurable colour display with text and/or icons.
- 120 different icons can be selected.
- Display brightness can be set to normal/night mode.
- The lighting ambience can be set via the submenu.

1.3 Technical data

KNX

KNX medium	TP256
Start-up mode	S mode
Rated voltage	DC 21 to 32 V SELV
KNX power consumption	15 to 21 mA
Connection type	KNX standard connection terminal
KNX connection cable	EIB-Y (St)Y 2x2x0.8

Input

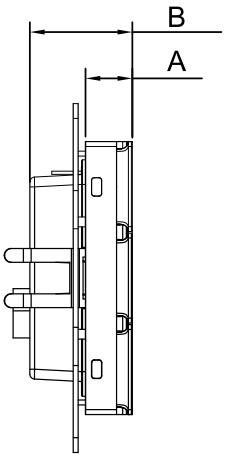
Quantity	2, as zero-voltage contact or NTC temperature measurement
Connection	Three-wire connection terminal
Cable length	max. 5 m

Installation dimensions Image : [▶ 8]

Profile height	A = 9.5 mm
Installation depth	B = 20.8 mm

Ambient conditions

Ambient temperature	-5 to +45°C
Storage/transport temperature	-25 to +70°C
Relative humidity	5 to 93% (no condensation)


B
A

2 Safety instructions

Electrical devices may only be mounted and connected by a qualified electrician.

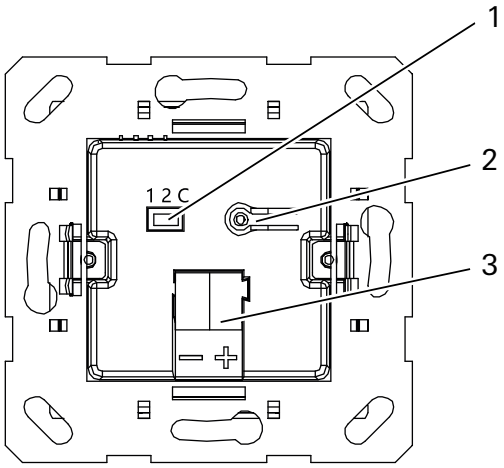
Danger of electrical shock. Comply with the applicable regulations and standards for SELV circuits during installation and cable routing.

Serious injury, fire or damage to property possible. Read and follow these instructions completely.

These instructions are an integral part of the product and must remain with the customer.

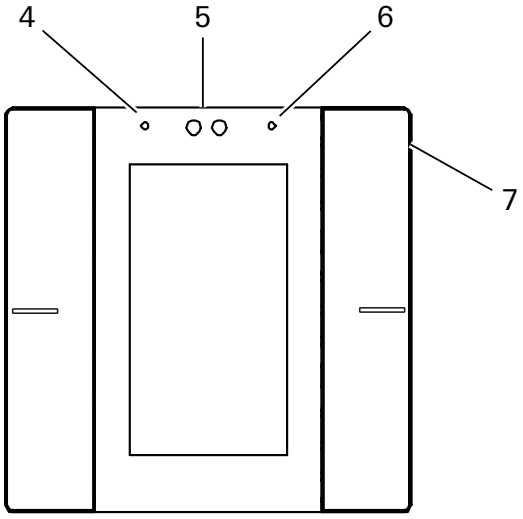
3 Device components

Rear of the device Image : [▶ 10]



1 Input socket
2 Programming button and LED
3 KNX connection terminal

Front of the device Image : [▶ 10]



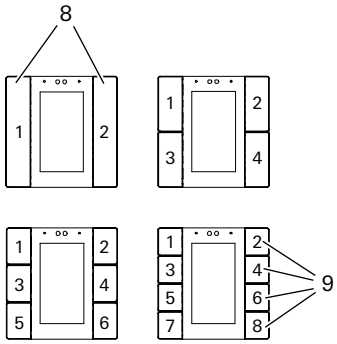
4 Orientation LED
5 Proximity sensor
6 Programming LED
7 Integrated temperature and humidity sensor

4 Intended use

- Operation in the KNX system
- Operation of devices, e.g. lights, blinds
- Room temperature measurement
- Room humidity measurement
- Support of two external input interfaces, which can be used as zero-voltage contacts and/or for external temperature measurement.
- Mounting in device box with dimensions in accordance with DIN 49073

5 Operation

A 2-gang rocker can be assigned up to two functions depending on the programming. Rockers are operated by pressing the buttons briefly or for a longer period depending on the functions that have been configured, Image : [▸ 12].



8 2-gang rockers (accessories)
9 1...8 button assignment

6 Information for qualified electricians

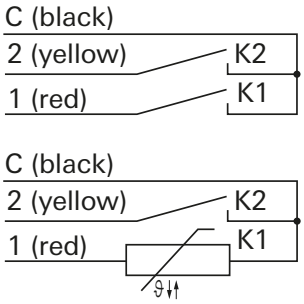
Electrical shock when live parts are touched.

Electrical shocks can be fatal.

a) Before working on the device, disconnect it and cover any live parts in the vicinity!

Mounting and connecting the device

The device should be installed in an airtight device box. Otherwise, draughts can negatively impact temperature and humidity measurements.



1. Connect the bus line to the connection terminal, ensuring correct polarity (red = +, black = -).
2. Secure operation: Remove the device certificate from the device and keep it in a safe place.
3. Optional: Connect zero-voltage contacts Image : [▶ 13] or remote sensors Image : [▶ 13]. To do this, connect the supplied connection cable to the input socket.
4. Mount the 2-gang rockers; see the “Mounting 2-gang rockers” section.
5. Use device box screws to mount the support ring on the flush-mounted box.
6. Place the cover frame flush on the support ring. The cover frame is held in place by the pushbutton sensor.
7. Attach the pushbutton sensor and cover frame to the support ring.

✓ The pushbutton sensor can be put into operation.

Ensure that the retaining clips are correctly positioned in the support ring.

7 Start-up

Configuration and start-up with ETS version 5.7.7, 6.3.0 or higher.

Secure operation (requirements):

- Secure start-up is activated in the ETS.
- Device certificate entered/scanned or added to the ETS project.
- Using a high-resolution camera to scan the QR code is recommended.
- Document all passwords and keep them safe.

7.1 Activating programming mode for the KNX system

The programming button is located on the rear of the device.

☒ The device is connected and ready for operation.

1. Activate programming mode: Press programming button.

✓ The programming LED lights up red. Programming mode is activated.

2. Program physical address.

✓ The programming LED goes out. The physical address has been programmed.

3. Program application program.

The device is ready for operation.

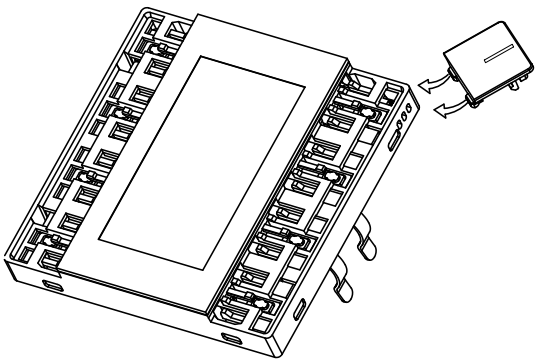
7.2 Mounting 2-gang rockers

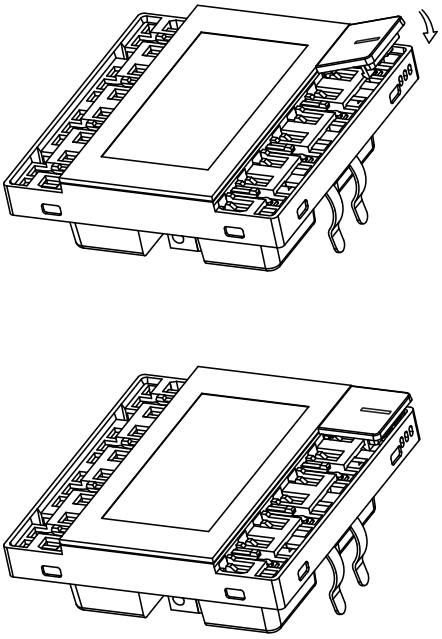
1. Place the locking hook of the 2-gang rocker at the corresponding pushbutton sensor position Image : [▶ 14].
2. Push the 2-gang rocker in sideways Image : [▶ 15].
3. Press the centre of the 2-gang rocker Image : [▶ 15].

✓ The 2-gang rocker locks into place.

The device is ready for operation.

The gaps between the cover frame and the 2-gang rockers and between the 2-gang rockers can be evened out by moving the 2-gang rocker slightly.





7.3 Disassembly

1. Carefully pull the pushbutton sensor and the cover frame forwards until they detach.
2. To remove the 2-gang rocker, carefully push it out to the side using a screwdriver or your fingernail.

8 General

The following chapters describe the device functions. Each chapter is made up of the following sections:

- Functional description
- Parameter table
- Object list

Functional description

The functional description explains the function and gives useful tips for project planning and for using the function. Cross references make it easier to search for additional information.

Parameter table

The parameter table lists all parameters associated with the function. Each parameter is documented in a table as follows.

Designation	Values of the parameter
Description of the parameter	

Object list

The object list lists and describes all communication objects associated with the function. Each communication object is documented in a table.

Object no.	This column contains the object number of the communication object.
Function	This column contains the function of the communication object.
Name	This column contains the name of the communication object.
Type	This column contains the length of the communication object.
DPT	This column contains the assignment of a data point type to a communication object. Data point types are standardised to ensure the interaction of KNX devices.
Flag	This column contains the assignment of the communication flags according to the KNX specification.
C flag	activates/deactivates the communication of the communication object
R flag	allows the value of the communication object to be read as a result of an external trigger
W flag	allows the value to be written to the communication object as a result of an external trigger
T flag	enables a value to be transmitted
U flag	allows an object value to be updated in response to feedback
I flag	forces an update of the value from the communication object when the device is switched on (read at initialisation)

8.1 General settings

The following parameter is available on the “General -> General settings” parameter page.

Send delay after bus voltage recovery	0 … 15 s
This parameter can be used to set the delay time for transmission to the bus after power has been restored to the device. The setting does not include the initialisation time of the device. Bus telegrams received during the delay time are recorded.	

Send cycle of “In operation” telegram (0 = inactive)	0 … 240 s
This parameter is used to set the time interval at which telegrams are sent cyclically via the bus to indicate that this device is operating normally. If the setting is ”0”, the “General – In operation – Status” object does not send a telegram. If the setting is not “0”, the “General – In operation – Status” object sends a 1-telegram to the bus according to the time period configured. Possible settings are: 0 ... 240 s, where 0 means “inactive”. To keep the bus load as low as possible, the maximum time interval should be selected according to the actual application requirements.	

Long operation for button after	1 … 25 s
The configuration of this parameter determines when a long button press is triggered.	

Operating concepts

The following parameter is available on the “General -> Basic settings” parameter page under the heading “Operating concepts”.

Device type	1-gang or 3-gang 2-gang or 4-gang
This parameter is used to set the device type that is displayed according to the respective device. The 3-gang pushbutton module can be used both for the pushbutton sensor 4.55 Plus, 1-gang for KNX or as a pushbutton sensor 4.55 Plus, 3-gang for KNX. The 4-gang pushbutton module can be used both for the pushbutton sensor 4.55 Plus, 2-gang for KNX or as a pushbutton sensor 4.55 Plus, 4-gang for KNX.	

Button n & m use as (n = 1, 3, 5, 7), (m = 2, 4, 6, 8)	Individual button rocker button
Each operating surface can be configured independently as to whether it is to be used as a rocker with a related basic function or whether it is to be used as up to two buttons with completely separate functions. The ETS displays different communication objects and parameter pages depending on this setting.	

Allow to enter programming via combine operation	Yes/No
This parameter determines whether the programming mode can be called up via a combination function. If this option is enabled and a button on the left and a button on the right are pressed simultaneously for more than five seconds, the programming mode is initiated. This function is enabled by default.	

Sub dimming page setting

The following parameter is available on the “General -> Basic settings” parameter page under the heading “Lighting ambience setting mode”.

Delay time for auto exiting sub dimming page	3 … 10 s
This parameter is used to set the delay time after which the lighting ambience setting mode is automatically exited. This only applies to “RGB dimming” or “Dim colour temperature”. Telegrams, e.g. for setting brightness or colour temperature, are sent immediately. The exact definition depends on the settings.	

Send telegram after long operation on sub dimming page	Only after release Cyclically during press
This parameter can be used to configure the operating concept “Send telegram after a prolonged press on the dim-down side”. It is only used for RGB dimming/dimming the colour temperature. When the button is released: While the device is operating in light ambience setting mode, the function value changes in accordance with the preset step value. However, the last value is not sent until the button is released. Cyclically when the button is pressed: While the device is operating in light ambience setting mode, the executed function value changes in accordance with the preset step value and is sent to the bus, with a cycle of 0.5 seconds.	

Flashing indication

The following parameter is available on the “General -> Basic settings” parameter page under the heading “Visual feedback through flashing (long button press)”.

Flashing indication for individual button long operation	Yes/No
When a button is pressed, this parameter is used to determine whether the user receives feedback when the button is actuated. If this option is enabled, the indicator flashes twice when the button is pressed and then returns to the normal display. Each flash lasts for one second and there is a one-second pause between flashes.	

Flashing indication for rocker button press	Yes/No
When a rocker is pressed, this parameter is used to determine whether the user receives feedback when the rocker is actuated. If this option is enabled, the indicator flashes twice when the button is pressed and then returns to the normal display. Each flash lasts for one second and there is a one-second pause between flashes.	

Screen display setting

The following parameter is available on the “General -> Basic settings” parameter page under the heading “Character and data coding”.

In the project properties of your KNX project, the character coding (code page) must be set to “Windows system language” or “Western European (ISO 8859-1)”. In addition, the system language on your PC must be set to a Western European country.

Codepage operation in the property of project for description and unit text	UTF-8 ISO8859-1
This parameter is used to configure the code page option in the project properties for description and unit text.	

The encode data of telegram for 14byte object from bus	UTF-8 ISO8859-1
This parameter is used to configure the telegram coding data for 14-byte objects from the bus.	

UI theme is	Dark style Light style
This parameter is used to configure the user interface.	

Input

The following parameter is available on the “General -> Basic settings” parameter page under the heading “Channel”.

Input 1 Input 2	Active/inactive Active/inactive
The function page of the button interface is displayed after this parameter has been enabled.	

Authorisations

The following parameter is available on the “General -> Basic settings” parameter page under the heading “Authorisations”.

Screen saver	Active Inactive
This is where the screensaver of the device can be centrally enabled. If “Active” is selected, the ETS displays further communication objects and other parameters.	

Night mode	Active Inactive
This is where the night mode of the device can be centrally enabled. If “Active” is selected, the ETS displays further communication objects and other parameters.	

Proximity sensor	Active Inactive
This is where the proximity sensor of the device can be centrally enabled. If “Active” is selected, the ETS displays further communication objects and other parameters.	

Alarm functioon	Active Inactive
This is where the device’s alarm message can be centrally enabled. If “Active” is selected, the ETS displays further communication objects and other parameters.	

Panel locking function	Active Inactive
This is where the device’s blocking function can be centrally enabled. If “Active” is selected, the ETS displays further communication objects and other parameters.	

Scene group function	Active Inactive
This is where the device’s scene function can be centrally enabled. If “Active” is selected, the ETS displays further communication objects and other parameters.	

8.2 Brightness setting

Screen brightness in normal mode	10% … 100%
This parameter is used to set screen brightness in normal mode. The user can change the brightness via the “General – Display Brightness” object. The new brightness value is saved in the event of a power failure or when exiting normal mode.	

Screen brightness in night mode	10% … 100% Unchanged
This parameter is visible when night mode is enabled. This parameter is used to set screen brightness in night mode. The user can change the brightness via the “General – Display Brightness” object. The new brightness value is saved in the event of a power failure or when exiting night mode. If “Unchanged” is selected, the brightness remains at the same level as in day mode; the user can only change the brightness temporarily via the object. The new brightness value is not saved in the event of a power failure or when exiting night mode.	

Screen brightness can be changed via bus	Active Inactive
This parameter determines whether the screen brightness can be changed via the bus. If this option is enabled, the “General – Display brightness” object is displayed. It is only used to change the brightness of the current status. For example, if normal mode is currently active, only the brightness settings in normal mode are updated. The brightness of the screensaver cannot be changed via the object.	

Delay time for turn off screen at day	0 … 255 s
This parameter is used to set the delay time after which the screen is switched off or the screensaver is activated following a period of inactivity in normal mode. If the value is 0, there is an “Enabled function – Display on/off” object for controlling switching the screen on and off via the bus.	

Delay time for turn off screen at night	0 … 200 s
This parameter is used to set the delay time after which the screen is switched off or the screensaver is activated following a period of inactivity in night mode. If the value is 0, there is an “Enabled function – Display on/off” object for controlling switching the screen on and off via the bus.	

Button command execute when screen is off	Active Inactive
This parameter determines whether buttons or rockers operate when the screen is switched off.	

Wake up screen when proximity trigger or button operation after turn off via bus	Active Inactive
This parameter is visible if the switch-off delay is set to 0. After having been switched off via the bus, the screen is activated when approached or when buttons or rockers are pressed.	

Delay time for automatically turn off screen again	0 … 255 s
This parameter is visible when the previous parameter is enabled. Set the delay time after which the screen automatically switches off again. If the value is 0, there is an “Enabled function – Display on/off” object for controlling switching the screen on and off via the bus.	

Behaviour of waking up screen when proximity trigger or button operation	Enter screen saver page Enter function page
This parameter is used to configure the response when the screen wakes up after the proximity sensor is triggered or a button is pressed. If the screensaver function is disabled, “Activate screensaver” is not displayed.	

Orientation LED active when screen is off	Disable Enable only in night mode Enable always Enable via bus
This parameter is used to set the status of the orientation LED, which is used to indicate the location of the device, when the screen is switched off. If “Can be activated via object” is selected, there is an “Enabled function – Orientation LED function” object. If night mode is disabled, “Only active at night” is not displayed.	

LED indication	Breathing Always on
This parameter is visible if the “Orientation LED active when the display is switched off” parameter is not set to “Inactive”. Determines the display mode of the LED orientation lighting.	

8.3 Screen saver setting

Screen brightness in screen saver	10, 20, 30, … , 90, 100%
This parameter is used to set the screen brightness for the screensaver.	

Delay time for normal to screen saver	5 … 255 s
This parameter is used to set the delay time from normal mode to the screensaver.	

Date and Time display in screen saver	Disable Only Date Only Time Date and Time
This parameter determines whether the time, the date or the date and time should be displayed on the screensaver. If this option is disabled, nothing is displayed.	

Date display format in screen saver	YYYY/MM/DD DD/MM/YYYY
This parameter is visible when “Date only” or “Date and time” is selected. Determines the date display format in the screensaver.	

Time period for request Date and Time	0 h, 1 h, 2 h, … , 168 h
This parameter is visible provided that “Inactive” is not selected. Sets the cyclic polling interval for the date and time. If the value is 0, no poll is sent.	

Button command execute in screen saver	Enable Disable
This parameter determines whether a button operation is executed. This is done while the screensaver is active.	

Items x display function (x = 1 to 4)	None Int. temperature Int. humidity Ext. temperature Ext. humidity 1bit value 1byte percent value 1byte unsigned value 2byte unsigned value 2byte float value 4byte unsigned value 4byte float value 14byte string
This parameter can be used to display up to four elements (values) on the pushbutton sensor while the screensaver is active. The following parameters are not visible when the “None” option is selected. This option is not available for element 1.	

Function icon	Select symbol
This parameter is used to configure the symbol. The symbols corresponding to the options are described in the annex, see Overview of symbols/icons [▶ 122].	

Symbol colour	Foreground Red Dark green Blue Yellow Orange Purple Grey Pink Cyan blue Cyan Coffee Light orange Customized colour (1 to 5)
This parameter allows you to specify the colour of the symbol.	

Text for unit	°C, %, …
This parameter can be used to configure the text for the unit. For temperature or humidity, the display is set to °C and %. If 1-byte, 2-byte or 4-byte is selected, the unit can be adjusted accordingly.	

Decimal place	0 1
This parameter is only visible if “2-byte floating point value” or “4-byte floating point value” is selected. Specify the number of decimal places for the floating point value. Note: Temperature and humidity are shown with one decimal place by default.	

Status text for 1-ON	Max. six characters
This parameter is only visible if “1-bit value” is selected. The text that is displayed for a 1-telegram is determined here.	

Status text for 0-OFF	Max. six characters
This parameter is only visible if “1-bit value” is selected. The text that is displayed for a 0-telegram is determined here.	

Time period for request external sensor	0 … 255 min
This parameter is used to set the period in which the device transmits a request to read out the value to the external sensor after a system start-up or after programming. No request is transmitted if the value is set to 0.	

8.4 Night mode setting

Polarity of normal/night mode	0 = night/1 = normal 0 = normal/1 = night
This parameter is used to set the object value for switching between normal and night mode. If the status is changed, status telegrams are sent via the “night mode” object. Note: If there is no feedback after the start, the system is automatically switched to normal mode.	

8.5 Proximity setting

The Proximity function triggered via	Sensor Proximity object Sensor or proximity object
This parameter can be used to set the trigger method for proximity detection. If the “Sensor or proximity object” option is selected, no output value is transmitted when proximity is triggered via an object. The following parameters are only visible if the “Sensor” or “Sensor or proximity object” option is selected.	

Object type of output value	No response 1-bit (on/off) 1-byte (scene control) 1-byte (0…255) 1-byte (0…100%) 2-byte (0…65535)
This parameter is used to set the object type of the output value that is transmitted to the bus when the proximity detection is triggered. These next two parameters are not visible when “No response” is selected.	

Output value	
This parameter is used to set the output value that is transmitted upon proximity to the bus. The value range is determined by the data type. 1-bit (on/off): Value range 1 or 0 1-byte (scene control): Scene 1 to scene 64 1-byte (0…255): Value range 0 to 255 1-byte (0…100%): Value range 0 to 100% 2-byte (0…65535): Value range 0 to 65535	

Delay time for sending	0 … 65535 s
This parameter is used to set the delay time for sending telegrams.	

Whether button operation also serve as a proximity event	Enable Disable
This parameter determines whether button actuation is also used as proximity detection.	

Whether button operation also serve as a proximity event	Enable Disable
If the option is disabled, button actuation is only used to activate the screen or execute the button function, but not to send a proximity telegram. This is only sent if the proximity sensor is triggered. If the option is enabled, the proximity telegram is sent when the proximity sensor is triggered. The telegram can also be sent by pressing the button.	

8.6 Alarm setting

Type of alarm tone	1, 2, 3, 4, 5
Using these parameters, the type of alarm tone sounded in night mode can be set.	

Type of alarm tone at night	1, 2, 3, 4, 5
Using these parameters, the type of alarm tone sounded in normal mode can be set.	

Volume of alarm tone at day	1, 2, 3
Using these parameters, the volume of the alarm tone in normal mode can be set. The maximum volume is reached when set to 3.	

Volume of alarm tone at night	1, 2, 3
Using these parameters, the volume of the alarm tone in night mode can be set. The maximum volume is reached when set to 3.	

Alarm tone time period	Inactive 10, 20, 30 s 1, 2, 3, 4, 5 min 10, 15, 20, 25, 30 min
Using this parameter, the duration of the alarm tone can be set. When an alarm telegram is received, the alarm tone sounds immediately. The alarm tone is neither interrupted nor restarted during playback if a further alarm telegram is received. If a telegram cancelling the alarm is received during playback, playback is stopped immediately. The “Inactive” option disables the alarm tone playback function.	

Alarm tone time automatically repeat interval time	Inactive 10, 20, 30 s 1, 2, 3, 4, 5 min 10, 15, 20, 25, 30 min
This parameter is only visible if the previous parameter is enabled. It determines the interval at which the alarm tone is automatically repeated. The “Inactive” option disables the repetition of the alarm tone.	

When alarm active, warning message via	Fixed string 14 Bytes string from bus
This parameter determines the type of warning message. A text specified in the ETS is displayed, with a maximum of 18 characters. A telegram (14-byte) is received via the bus. The telegram data must be coded in ISO 8859-1 or ASCII. When an alarm telegram is received, an alarm message is displayed on the screen. After the user has pressed any button (thereby confirming the alarm) or a telegram clearing the alarm has been received, the device automatically returns to normal/ night mode. Alternatively, the device will switch to the screensaver after a delay.	

Warning string (max 18 char.)	
This parameter is only visible if the previous parameter “Specified text” is selected. The display text to be shown when the alarm is triggered is entered here.	

Send acknowledge after confirm the alarm	No Yes
This parameter determines whether a 1-bit alarm acknowledgement telegram is sent via button actuation.	

8.7 Customized colour

Customized colour x (x = 1…5) RGB value	#000000 … #FFFFFF
Using this parameter, the user-defined colour for the status display can be specified. The user can specify up to five colours.	

8.8 General object table

Object no.	Function	Name	Type	DPT	Flag
1	In operation	General	1-bit	1.001	C, R, T

Object no.	Function	Name	Type	DPT	Flag
The communication object is used to regularly send a 1-telegram to the bus to indicate that this device is in normal mode. The cycle time is defined by the “Send cycle of "In operation" telegram (0 = inactive)” parameter.					

Object no.	Function	Name	Type	DPT	Flag
2	Date	General	3-byte	11,001	C, W, T
The communication object is used to change the display date via the bus. When the device is restarted, the object sends a status enquiry telegram.					

Object no.	Function	Name	Type	DPT	Flag
3	Time	General	3-byte	10,001	C, W, T
The communication object is used to change the display time via the bus. When the device is restarted, the object sends a status enquiry telegram.					

Object no.	Function	Name	Type	DPT	Flag
4	Screen brightness	General	1-byte	5,001	C, W
The communication object is used to change the display brightness of the current mode. For example, if the device is in normal mode, the brightness will be updated for normal mode only, while for night mode the corresponding parameters will continue to apply. Note: The screensaver brightness cannot be changed via the object. Brightness range: 10 to 100%, if the telegram is below 10%, 10% is output directly.					

Object no.	Function	Name	Type	DPT	Flag
83	Screen on/off	Enabled function	1-bit	1,001	C, W
The communication object for switching the display on and off. 0 = off 1 = on					

Object no.	Function	Name	Type	DPT	Flag
84	Night mode	Enabled function	1-bit	1,024	C, W, T
This communication object is used to transmit the normal/night status to the bus. Telegram value: 0 = normal 1 = night When the pushbutton sensor is restarted, the object sends a status enquiry telegram.					

Object no.	Function	Name	Type	DPT	Flag
85	Dis/En Proximity sensor	Enabled function	1-bit	1,003	C, W
The communication object is used to enable/disable the proximity sensor.					

Object no.	Function	Name	Type	DPT	Flag
86	Proximity input	Enabled function	1-bit	1,001	C, W
The communication object is visible when the parameter “Proximity detection via” the “proximity object” is configured in the proximity settings. 1 = proximity function triggered 0 = not available					

Object no.	Function	Name	Type	DPT	Flag
87	Proximity output	Enabled function	1-byte	5,010	C, T
The communication object is determined by the parameter “Behaviour when approached”. If the proximity function is triggered, the object can transmit the parameter setting value (1-byte/2-byte) or ON (1-bit) separately to the bus. The value range is determined by the data type.					

Object no.	Function	Name	Type	DPT	Flag
88	Alarm acknowledge	Enabled function	1-bit	1,016	C, T
If the user acknowledges the warning message on the screen, the communication object sends an acknowledgement telegram with the value 1 to the bus.					

Object no.	Function	Name	Type	DPT	Flag
89	Alarm message	Enabled function	14-byte	16,001	C, W
Using the communication object, warning messages which are displayed on the screen can be received from the bus. If no value is initially received, the warning pop-up “empty” is displayed.					

Object no.	Function	Name	Type	DPT	Flag
90	Alarm input	Enabled function	1-bit	1,005	C, W, T
The communication object is used to receive the alarm signal from the bus. Telegram value: 0 = no alarm 1 = alarm When the device is restarted, the object sends a status enquiry telegram.					

Object no.	Function	Name	Type	DPT	Flag
93	Orientation LED function	Enabled function	1-bit	1,003	C, W
The communication object is used to activate the orientation LED when the display is switched off. 0 = disable 1 = enable					

Object no.	Function	Name	Type	DPT	Flag
94	Depends on the parameter setting	Screensaver Items 1–4	2–byte	9,001	C, W, T
95			2–byte	9,007	
96			1-bit	1,001	
97			1 byte	5,001	
			1 byte	5,010	
			2–byte	7,001	
			2–byte	9.x	
			4–byte	12,001	
			4–byte	14.xt	
			14–byte	16,001	
The communication object is used to receive the corresponding value from the bus and show it on the display. The data type of the object and the telegram range are defined by the parameter setting in the “Screen saver setting” menu under “Items (1–4) display function”. 9.001 / temperature value (2-byte) 9.007 / humidity value (2-byte) 1.001 / 1-bit value 5.001 / 1-byte percentage value 5.010 / 1-byte unsigned value 7.001 / 2-byte unsigned value 9.x / 2-byte floating point value 12.001 / 4-byte unsigned value 14.x / 4-byte floating point value 16.001 / 14-byte value					

9 Internal sensor measurement

The following parameter pages are used for the calibration, transmission conditions and error messages of the internal sensors. If other functions require the use of the internal sensors, please refer to the settings here.

9.1 Temperature sensor

Temperature calibration	-5.0 … 5.0 K
This parameter allows you to set the temperature calibration value of the internal temperature sensor to match the current ambient temperature. Note: After switching on the device, it takes approximately 30 minutes for the internal sensor to stabilise. Therefore, the measured temperature value may be inaccurate at the start of operation.	

Cyclically send temperature (0 = inactive)	0 … 255 min
The time for the cyclic transmission of the room temperature to the bus is configured here. The cyclic transmission of the room temperature begins when programming is complete or after a system start-up.	

Send temperature when the result change by	Disable 0.1 … 0.5 K 1, 1.5, 2, 2.5 … 10 K
This parameter determines whether the current temperature value is transmitted to the bus if the temperature changes by a certain value. If the option is “Inactive”, no transmission takes place.	

Send alarm telegram for low/high temperature	No respond Respond after read only Respond after change
This parameter can be used to configure the conditions for transmitting a telegram in the event of an alarm due to a temperature that is too low or too high. “Respond after read only”: The “Internal sensor – low temperature alarm/Internal sensor – high temperature alarm” object only transmits the alarm status to the bus if the pushbutton sensor receives a telegram from another device. “Respond after change”: The “Internal sensor – low temperature alarm/Internal sensor – high temperature alarm” object immediately sends a telegram to the bus as soon as one of the low/high temperature limits is reached.	

Threshold value for low temperature alarm	0 … 15 °C
This parameter is only visible if the option “Respond after read only” or “Respond after change” is selected. It is used to set the threshold value for an excessively low room temperature. If the temperature falls below the threshold value, the “Internal sensor – low temperature alarm” object sends a telegram.	

Threshold value for high temperature alarm	30 … 45 °C
This parameter is only visible if the option “Respond after read only” or “Respond after change” is selected. It is used to set the threshold value for an excessively high room temperature. If the temperature rises above the threshold value, the “Internal sensor – high temperature alarm” object sends a telegram.	

9.2 Humidity sensor

Humidity calibration	-20%/-15%/-10%/-5%/-3%/-1%/0%/1%/3%/5%/10%/15%/20%
This parameter allows you to adjust the humidity calibration value of the internal humidity sensor to match the current humidity. Note: After switching on the device, it takes approximately 30 minutes for the internal sensor to stabilise. Therefore, the measured temperature value may be inaccurate at the start of operation.	

Cyclically send humidity (0 = inactive)	0 … 255 min
The time for the cyclic transmission of the humidity to the bus is configured here. The cyclic transmission of the humidity begins when programming is complete or after a system start-up.	

Send humidity when the result change by	0 … 20%
This parameter determines whether the current humidity value is transmitted to the bus if the humidity changes by a certain value. If the setting is “0”, no transmission takes place.	

Send alarm telegram for low/high humidity	No respond Respond after read only Respond after change
This parameter can be used to configure the conditions for sending a telegram in the event of an alarm due to humidity levels being too high or too low. “Respond after read only”: The “Internal sensor – low humidity alarm/Internal sensor – high humidity alarm” object only transmits the alarm status to the bus if the push-button sensor receives a telegram from another device. “Respond after change”: The “Internal sensor – low humidity alarm/Internal sensor – high humidity alarm” object immediately sends a telegram to the bus as soon as one of the low/high humidity limits is reached.	

Threshold value for low humidity alarm	5 … 20%
This parameter is only visible if the option “Respond after read only” or “Respond after change” is selected. It is used to set the threshold value for excessively low humidity. If the humidity falls below the threshold value, the “Internal sensor – low humidity alarm” object sends a telegram.	

Threshold value for high humidity alarm	55 … 85%
This parameter is only visible if the option “Respond after read only” or “Respond after change” is selected. It is used to set the threshold value for excessively high humidity. If the humidity rises above the threshold value, the “Internal sensor – high humidity alarm” object sends a telegram.	

9.3 Sensor object table

Object no.	Function	Name	Type	DPT	Flag
5	Temperature value	Internal sensor	2–byte	9,001	C, R, T
The communication object is used to transmit the temperature value recorded by the internal temperature sensor of the pushbutton sensor to the bus. Range: -50 to 99.8°C.					

Object no.	Function	Name	Type	DPT	Flag
6	Low temperature alarm	Internal sensor	1-bit	1,005	C, R, T
The communication object is used to send a telegram to the bus if the temperature is too low. This occurs when the temperature falls below the threshold value defined by the “Low temperature alarm limit” parameter.					

Object no.	Function	Name	Type	DPT	Flag
7	High temperature alarm	Internal sensor	1-bit	1,005	C, R, T
The communication object is used to send a telegram to the bus if the temperature is too high. This occurs when the temperature exceeds the threshold value defined by the “High temperature alarm limit” parameter.					

Object no.	Function	Name	Type	DPT	Flag
8	Humidity value	Internal sensor	2–byte	9,007	C, R, T
The communication object is used to transmit the humidity value recorded by the internal humidity sensor of the pushbutton sensor to the bus. Range: 0 to 100%.					

Object no.	Function	Name	Type	DPT	Flag
9	Low humidity alarm	Internal sensor	1-bit	1,005	C, R, T
The communication object is used to send a telegram to the bus if the humidity is too low. This occurs when the humidity falls below the threshold value defined by the “Low humidity alarm limit” parameter.					

Object no.	Function	Name	Type	DPT	Flag
10	High humidity alarm	Internal sensor	1-bit	1,005	C, R, T
The communication object is used to send a telegram to the bus if the humidity is too high. This occurs when the humidity exceeds the threshold value defined by the “High humidity alarm limit” parameter.					

10 Input

The following parameter pages are used to configure the two binary inputs of the pushbutton sensor. These parameters are only visible if the “Input 1” or “Input 2” options are enabled on the “General” page.

10.1 Input 1–2

Description	(max. 30 characters)
Additional input description.	

Function	Disable GIRA 149300 NTC Temperature probe(NTC 10K) BI: Switch sensor BI: Scene control BI: Send String(14bytes)
This parameter can be used to configure the function of the binary input. The temperature detection, switching, scenes and string transmission functions are supported. If the “Disable” option is selected, the corresponding channel is disabled. If “GIRA 149300 NTC” or “Temperature probe (NTC 10K)” is selected, the outdoor temperature can be recorded with a remote sensor/temperature sensor, for example. If the “BI: Switch sensor” option is selected, only the basic functions (On, Off, Change) are supported. When “BI: Scene control” is selected, scenes can be retrieved and saved. When “BI: Send String (14 bytes)” is selected, a string can be transmitted when the contact is opened or closed.	

10.1. GIRA 149300 NTC 1

B value of temperature sensor(must refer to the characteristic of component)	4300
This parameter can be used to set the B value of the temperature sensor. When the Gira remote sensor is selected, this is permanently set to 4300.	

Temperature calibration	-5.0 … 5.0 K
This parameter allows you to set the temperature calibration value of the temperature sensor to match the current ambient temperature.	

Cyclically send temperature (0 = inactive)	0 … 255 min
The time for the cyclic transmission of the measured temperature value to the bus is configured here. If the value is 0, no transmission takes place.	

Send temperature when the result change by	Disable 0.1 … 0.5 K 1, 1.5, 2, 2.5 … 10 K
This parameter determines whether the current temperature value is transmitted to the bus if the temperature changes by a certain value. If the option is “Inactive”, no transmission takes place.	

Reply error of sensor measurement	No respond Respond after read only Respond after change
This parameter can be used to configure the conditions for sending a telegram in the event of an error if the temperature exceeds or falls below the set threshold value. “Respond after read only”: The “External temperature sensor – error message” object only sends the error status to the bus if the pushbutton sensor receives a telegram from another device. “Respond after change”: The “External temperature sensor – error message” object sends a telegram to the bus immediately as soon as one of the two threshold values changes.	

Object value of error	0 = no error/1 = error 0 = error/1 = no error
This parameter is used to define the object value of the error.	

Lower threshold value for error report	10°C/5°C/0°C/-5°C/-10°C/-20°C
This parameter is only visible if the option “Response only after read request” or “Transmit on change” is selected. This parameter is used to set the lower threshold value for temperature errors. If the temperature falls below the threshold value, the “External temperature sensor – error message” object sends a telegram.	

Upper threshold value for error report	40°C/45°C/50°C/55°C/60°C/70°C
This parameter is only visible if the option “Response only after read request” or “Transmit on change” is selected.	

Upper threshold value for error report	40°C/45°C/50°C/55°C/60°C/70°C
This parameter is used to set the upper threshold value for temperature errors. If the temperature rises above the threshold value, the “External temperature sensor – error message” object sends a telegram.	

10.1. Object table
1.1

Object no.	Function	Name	Type	DPT	Flag
77	Actual temperature, Sensor	Input 1	2–byte	9,001	C, R, T
The communication object is used to transmit the temperature value recorded by the external temperature sensor of the pushbutton sensor to the bus. Range: -50 to 99.8°C					

Object no.	Function	Name	Type	DPT	Flag
78	Temperature error report, Sensor	Input 1	1-bit	1,005	C, R, T
The communication object transmits the error status of the external temperature sensor if the set threshold value is exceeded or not reached.					

Object no.	Function	Name	Type	DPT	Flag
80	Actual temperature, Sensor	Input 2	2–byte	9,001	C, R, T
The communication object is used to transmit the temperature value recorded by the external temperature sensor of the pushbutton sensor to the bus. Range: -50 to 99.8°C					

Object no.	Function	Name	Type	DPT	Flag
81	Temperature error report, Sensor	Input 2	1-bit	1,005	C, R, T
The communication object transmits the error status of the external temperature sensor if the set threshold value is exceeded or not reached.					

10.1. Temperature sensor (NTC 10K)
2

B value of temperature sensor(must refer to the characteristic of component)	3275, 3380, … 4200
This parameter can be used to set the B value of the temperature sensor. Note: This value must relate to the properties of the temperature sensor used. These are usually specified in the technical documentation. If the selected B value deviates from the temperature sensor used, this will directly affect the detection result.	

Temperature calibration	-5.0 … 5.0 K
This parameter allows you to set the temperature calibration value of the temperature sensor to match the current ambient temperature.	

Cyclically send temperature (0 = inactive)	0 … 255 min
The time for the cyclic transmission of the measured temperature value to the bus is configured here. If the value is 0, no transmission takes place.	

Send temperature when the result change by	Disable 0.1 … 0.5 K 1, 1.5, 2, 2.5 … 10 K
This parameter determines whether the current temperature value is transmitted to the bus if the temperature changes by a certain value. If the option is “Inactive”, no transmission takes place.	

Reply error of sensor measurement	No respond Respond after read only Respond after change
This parameter can be used to configure the conditions for sending a telegram in the event of an error if the temperature exceeds or falls below the set threshold value. “Respond after read only”: The “External temperature sensor – error message” object only sends the error status to the bus if the pushbutton sensor receives a telegram from another device. “Respond after change”: The “External temperature sensor – error message” object sends a telegram to the bus immediately as soon as one of the two threshold values changes.	

Object value of error	0 = no error/1 = error 0 = error/1 = no error
This parameter is used to define the object value of the error.	

Lower threshold value for error report	10°C/5°C/0°C/-5°C/-10°C/-20°C
This parameter is only visible if the option “Response only after read request” or “Transmit on change” is selected. This parameter is used to set the lower threshold value for temperature errors. If the temperature falls below the threshold value, the “External temperature sensor – error message” object sends a telegram.	

Upper threshold value for error report	40°C/45°C/50°C/55°C/60°C/70°C
This parameter is only visible if the option “Response only after read request” or “Transmit on change” is selected. This parameter is used to set the upper threshold value for temperature errors. If the temperature rises above the threshold value, the “External temperature sensor – error message” object sends a telegram.	

10.1. Object table 2.1

Object no.	Function	Name	Type	DPT	Flag
77	Actual temperature, Sensor	Input 1	2–byte	9,001	C, R, T
The communication object is used to transmit the temperature value recorded by the external temperature sensor of the pushbutton sensor to the bus. Range: -50 to 99.8°C					

Object no.	Function	Name	Type	DPT	Flag
78	Temperature error report, Sensor	Input 1	1-bit	1,005	C, R, T
The communication object transmits the error status of the external temperature sensor if the set threshold value is exceeded or not reached.					

Object no.	Function	Name	Type	DPT	Flag
80	Actual temperature, Sensor	Input 2	2–byte	9,001	C, R, T
The communication object is used to transmit the temperature value recorded by the external temperature sensor of the pushbutton sensor to the bus. Range: -50 to 99.8°C					

Object no.	Function	Name	Type	DPT	Flag
81	Temperature error report, Sensor	Input 2	1-bit	1,005	C, R, T
The communication object transmits the error status of the external temperature sensor if the set threshold value is exceeded or not reached.					

10.1. Binary input switch 3

Distinction between short and long operation	No Yes
This parameter is used to configure whether a distinction is to be made between short and long button presses.	

Reaction on close the contact	No reaction OFF ON TOGGLE
This parameter is visible if no distinction is made between short and long button presses. This parameter determines the response when the contact is closed.	

Reaction on open the contact	No reaction OFF ON TOGGLE
This parameter is visible if no distinction is made between short and long button presses. This parameter determines the response when the contact is opened.	

Interval of tele. cyclic send (0 = inactive)	0 s … 60,000 s
This parameter is visible if no distinction is made between short and long button presses. This parameter determines the time intervals at which the switching status is transmitted to the bus. Option “0” means that the switching status is transmitted once.	

Send object value after voltage recovery (valid if reaction is not toggle)	No Yes
This parameter is visible if no distinction is made between short and long button presses. This parameter determines whether the current object value is transmitted after the bus voltage returns. This only applies if the contact is not set to “CHANGE” or “No response”.	

Long operation after	0.3 s … 2.5 s
This parameter is visible if a distinction is made between short and long button presses. Determines the time for a long button press. If the button actuation lasts longer than the set time, it is recognised as a long button press, otherwise as a short button press.	

Connected contact type	Normally open Normally closed
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the contact type of the button connected to the channel.	

Reaction on short operation	No reaction OFF ON TOGGLE
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the response to a short button press.	

Reaction on long operation	No reaction OFF ON TOGGLE
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the response to a long button press.	

Number of objects	1 2
This parameter determines the number of output objects that are controlled per channel in the channel function. This parameter is visible if the “Short or long button press” or ”When closing or opening the contact” parameters are not set to “No reaction”.	

Blocking function

Disable function	Active Inactive
This is where the blocking function of the binary input can be enabled. If “active” is selected, the ETS displays further communication objects and other parameters.	

Polarity of disable function	0 = Enable / 1= Disable 0= Disable / 1 = Enable
The parameter specifies at which blocking object value the blocking function is active.	

Behaviour from disable to enable (valid if response is not TOGGLE)	No reaction Send the current status
This parameter is visible if no distinction is made between short and long button presses. When the status is changed from “Disable” to “Enabled”, the current status is sent to the bus, provided that the “When closing or opening the contact” parameter is not set to CHANGE.	

10.1. Object table 3.1

Object no.	Function	Name	Type	DPT	Flag
76	Disable	Input 1	1-bit	1,003	C, W
The communication object is used to disable or enable the input’s function.					

Object no.	Function	Name	Type	DPT	Flag
77	Switch	Input 1	1-bit	1,001	C, R, W, T
77	Close, switch	Input 1	1-bit	1,001	C, R, W, T
77	Short, switch	Input 1	1-bit	1,001	C, R, W, T
These communication objects are used to trigger a switching operation. Depending on the parameter setting, either a shared object or two separate objects are used. When using a shared object, only the “Switch” object is visible. If two separate objects are used, “Close – switching” is visible, provided that no distinction is made between short and long button presses. “Short – switching” is visible when a distinction is made between short and long button presses. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
78	Open, switch	Input 1	1-bit	1,001	C, R, W, T
78	Long, switch	Input 1	1-bit	1,001	C, R, W, T
These communication objects are used to trigger a switching operation. They are visible after the parameters are set for two separate objects. “Close – switching” is visible if no distinction is made between short and long button presses. “Short – switching” is visible when a distinction is made between short and long button presses. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
79	Disable	Input 2	1-bit	1,003	C, W
The communication object is used to disable or enable the input's function.					

Object no.	Function	Name	Type	DPT	Flag
80	Switch	Input 2	1-bit	1,001	C, R, W, T
80	Close, switch	Input 2	1-bit	1,001	C, R, W, T
80	Short, switch	Input 2	1-bit	1,001	C, R, W, T
These communication objects are used to trigger a switching operation. Depending on the parameter setting, either a shared object or two separate objects are used. When using a shared object, only the "Switch" object is visible. If two separate objects are used, "Close – switching" is visible, provided that no distinction is made between short and long button presses. "Short – switching" is visible when a distinction is made between short and long button presses. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
81	Open, switch	Input 2	1-bit	1,001	C, R, W, T
81	Long, switch	Input 2	1-bit	1,001	C, R, W, T
These communication objects are used to trigger a switching operation. They are visible after the parameters are set for two separate objects. "Close – switching" is visible if no distinction is made between short and long button presses. "Short – switching" is visible when a distinction is made between short and long button presses. Telegrams: 0 = off, 1 = on					

10.1. Binary input scene control 4

Distinction between short and long operation	No Yes
This parameter is used to configure whether a distinction is to be made between short and long button presses.	

Reaction on close the contact	No reaction Recall scene Store scene
This parameter is visible if no distinction is made between short and long button presses. This parameter determines the response when the contact is closed.	

Reaction on open the contact	No reaction Recall scene Store scene
This parameter is visible if no distinction is made between short and long button presses. This parameter determines the response when the contact is opened.	

Long operation after	0.3 s … 2.5 s
This parameter is visible if a distinction is made between short and long button presses. Determines the time for a long button press. If the button actuation lasts longer than the set time, it is recognised as a long button press, otherwise as a short button press.	

Connected contact type	Normally open Normally closed
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the contact type of the button connected to the channel.	

Reaction on short operation	No reaction Recall scene Store scene
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the response to a short button press.	

Reaction on long operation	No reaction Recall scene Store scene
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the response to a long button press.	

8 bit scene number	Scene NO.1 … Scene NO.64
This parameter is visible when “Recall scene” or “Save Store” is selected.	

8 bit scene number	Scene NO.1 … Scene NO.64
According to the KNX standard, objects with data type 18.001 “Scene control” can retrieve or save up to 64 scenes via their number. The scene number to be transmitted when the button is pressed is defined here.	

Number of objects	1 2
This parameter determines the number of output objects that are controlled per channel in the channel function. This parameter is visible if the “Short or long button press” or ”When closing or opening the contact” parameters are not set to “No response”.	

Disable function

Disable function	Active Inactive
This is where the blocking function of the binary input can be enabled. If “active” is selected, the ETS displays further communication objects and other parameters.	

Polarity of disable function	0 = Enable / 1= Disable 0= Disable / 1 = Enable
The parameter specifies at which blocking object value the blocking function is active.	

10.1. Object table 4.1

Object no.	Function	Name	Type	DPT	Flag
76	Disable	Input 1	1-bit	1,003	C, W
The communication object is used to disable or enable the input’s function.					

Object no.	Function	Name	Type	DPT	Flag
77	Scene	Input 1	1 byte	18,001	C, T
77	Close, scene	Input 1	1 byte	18,001	C, T
77	Short, scene	Input 1	1 byte	18,001	C, T
Using these communication objects, one of a maximum of 64 scenes can be retrieved or saved. Depending on the parameter setting, either a shared object or two separate objects are used. When using a shared object, only the “Scene” object is visible. If two separate objects are used, “Close – scene – specification” is visible, provided no distinction is made between short and long button presses. “Short – scene” is visible when a distinction is made between short and long button presses.					

Object no.	Function	Name	Type	DPT	Flag
78	Open, scene	Input 1	1 byte	18,001	C, T
78	Long, scene	Input 1	1 byte	18,001	C, T
These communication objects are used to retrieve or save a scene. They are visible after the parameters are set for two separate objects. “Open – scene – specification” is visible if no distinction is made between short and long button presses. “Long – scene” is visible when a distinction is made between short and long button presses.					

Object no.	Function	Name	Type	DPT	Flag
79	Disable	Input 2	1-bit	1,003	C, W
The communication object is used to disable or enable the input’s function.					

Object no.	Function	Name	Type	DPT	Flag
80	Scene	Input 2	1 byte	18,001	C, T
80	Close, scene	Input 2	1 byte	18,001	C, T
80	Short, scene	Input 2	1 byte	18,001	C, T
Using these communication objects, one of a maximum of 64 scenes can be retrieved or saved. Depending on the parameter setting, either a shared object or two separate objects are used. When using a shared object, only the “Scene” object is visible. If two separate objects are used, “Close – scene – specification” is visible, provided no distinction is made between short and long button presses. “Short – scene” is visible when a distinction is made between short and long button presses.					

Object no.	Function	Name	Type	DPT	Flag
81	Open, scene	Input 2	1 byte	18,001	C, T
81	Long, scene	Input 2	1 byte	18,001	C, T
These communication objects are used to retrieve or save a scene. They are visible after the parameters are set for two separate objects. “Open – scene – specification” is visible if no distinction is made between short and long button presses. “Long – scene” is visible when a distinction is made between short and long button presses.					

10.1.5 Binary input Send String (14 Bytes)

Distinction between short and long operation	No Yes
This parameter is used to configure whether a distinction is to be made between short and long button presses.	

Reaction on close the contact	No reaction Send Value
This parameter is visible if no distinction is made between short and long button presses. This parameter determines the response when the contact is closed.	

Reaction on open the contact	No reaction Send Value
This parameter is visible if no distinction is made between short and long button presses. This parameter determines the response when the contact is opened.	

Send object value after voltage recovery	No Yes
This parameter is visible if no distinction is made between short and long button presses. Specifies whether the object value is to be transmitted after bus voltage recovery.	

Long operation after	0.3 s … 2.5 s
This parameter is visible if a distinction is made between short and long button presses. Determines the time for a long button press. If the button actuation lasts longer than the set time, it is recognised as a long button press, otherwise as a short button press.	

Connected contact type	Normally open Normally closed
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the contact type of the button connected to the channel.	

Reaction on short operation	No reaction Send Value
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the response to a short button press.	

Reaction on long operation	No reaction Send Value
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the response to a long button press.	

String (14-byte) value	String max. 14 characters
Enter the string to be sent to the bus.	

Number of objects	1 2
This parameter determines the number of output objects that are controlled per channel in the channel function. This parameter is visible if the “Short or long button press” or ”When closing or opening the contact” parameters are not set to “No response”.	

Disable function

Disable function	Active Inactive
This is where the blocking function of the binary input can be enabled. If “active” is selected, the ETS displays further communication objects and other parameters.	

Polarity of disable function	0 = Enable / 1= Disable 0= Disable / 1 = Enable
The parameter specifies at which blocking object value the blocking function is active.	

10.1. Object table
5.1

Object no.	Function	Name	Type	DPT	Flag
76	Disable	Input 1	1-bit	1,003	C, W
The communication object is used to disable or enable the input’s function.					

Object no.	Function	Name	Type	DPT	Flag
77	String	Input 1	14–byte	16,001	C, T
77	Close, string	Input 1	14–byte	16-001	C, T

Object no.	Function	Name	Type	DPT	Flag
77	Short. string	Input 1	14–byte	16,001	C, T
Using these communication objects, a string of up to 14 characters can be transmitted. Depending on the parameter setting, either a shared object or two separate objects are used. When using a shared object, only the “String” object is visible. If two separate objects are used, “Close – string” is visible, provided that no distinction is made between short and long button presses. “Short – string” is visible when a distinction is made between short and long button presses.					

Object no.	Function	Name	Type	DPT	Flag
78	Open, string	Input 1	14–byte	16,001	C, T
78	Long, string	Input 1	14–byte	16,001	C, T
These communication objects are used to transmit a string of up to 14 characters to the bus. They are visible after the parameters are set for two separate objects. “Open – string” is visible if no distinction is made between short and long button presses. “Long – string” is visible when a distinction is made between short and long button presses.					

Object no.	Function	Name	Type	DPT	Flag
79	Disable	Input 2	1-bit	1,003	C, W
The communication object is used to disable or enable the input’s function.					

Object no.	Function	Name	Type	DPT	Flag
80	String	Input 2	14–byte	16,001	C, T
80	Close, string	Input 2	14–byte	16-001	C, T
80	Short, string	Input 2	14–byte	16,001	C, T
Using these communication objects, a string of up to 14 characters can be transmitted. Depending on the parameter setting, either a shared object or two separate objects are used. When using a shared object, only the “String” object is visible. If two separate objects are used, “Close – string” is visible, provided that no distinction is made between short and long button presses. “Short – string” is visible when a distinction is made between short and long button presses.					

Object no.	Function	Name	Type	DPT	Flag
81	Open, string	Input 2	14–byte	16,001	C, T
81	Long, string	Input 2	14–byte	16,001	C, T
These communication objects are used to transmit a string of up to 14 characters to the bus. They are visible after the parameters are set for two separate objects. “Open – string” is visible if no distinction is made between short and long button presses. “Long – string” is visible when a distinction is made between short and long button presses.					

11 Scene Group function

11.1 Scene

Scene Group 1 … 8 Function	Active Inactive
This parameter can be used to enable up to eight groups.	

Output 1 … 8 Function	Active Inactive
This parameter can be used to enable up to eight scene outputs for each group.	

Output 1 … 8 Function

Description for Output function	(max. 30 characters)
Additional designation of the scene output.	

Object type of Output	1-bit 1-byte 2–byte RGB RGBW
This parameter is used to determine the object type of the scene output.	

x -> trigger scene NO. (0 = inactive) (x = 1 … 8)	0 … 64
Up to eight scenes can be defined for each scene output and transmitted to the bus.	

Object type = 1-bit

Object value of Output	0 1
This parameter is used to set the output value for the scene output. The possible value range depends on the object type of the scene output (1-bit).	

Object type = 1-byte

Object data type	1-byte unsigned value HVAC mode
If the object data type is “1-byte unsigned value”, values between 0 and 255 can be transmitted to the bus. With the object data type “HVAC mode”, on the other hand, an operating mode (comfort, standby mode, energy-saving mode or frost/heat protection) can be transmitted to the bus.	

Object value of Output	0 … 255 Comfort mode, Standby mode, Economy mode and Frost/heat protection
This parameter is used to set the output value for the scene output. The possible value range depends on the object type of the scene output (1-byte) and object data type (1-byte unsigned value, HVAC mode).	

Object type = 2-byte

Object data type	2-byte unsigned value Temperature value
If the object data type is “2-byte unsigned value”, values between 0 and 65535 can be transmitted to the bus. With the object data type “Temperature value”, on the other hand, a temperature value of -5°C to +45°C can be transmitted to the bus.	

Object value of Output	0 … 65535 -5°C … 45°C
This parameter is used to set the output value for the scene output. The possible value range depends on the object type of the scene output (2-byte) and object data type (2-byte unsigned value, temperature value).	

Object type = RGB

RGW value of output	#000000 … #FFFFFF
This parameter is used to set the output value for the scene output. It specifies the RGB value to be transmitted.	

Object type = RGBW

RGW value of output	#000000 … #FFFFFF
This parameter is used to set the output value for the scene output. It specifies the RGBW value to be transmitted.	

White value of output	0 … 255
This parameter is used to set the output value for the scene output. It specifies the RGBW value to be transmitted.	

Delay time for sending	0 … 2.5 s
This parameter can be used to set the delay time for transmitting the output value to the bus.	

11.2 Scene object table

Object no.	Function	Name	Type	DPT	Flag
11	Main scene trigger	Scene group	1-byte	17,001	C, W, T
This communication object causes each output of the scene group to transmit a specific value to the bus by retrieving the corresponding scene number. Telegrams: 0.. 63					

Object no.	Function	Name	Type	DPT	Flag
12, 13, 14, 15, 16, 17, 18, 19	1-bit value	1st Scene Group Output 1–8	1-bit	1,001	C, T
12, …	1-byte unsigned value	1st Scene Group Output 1–8	1-byte	5,010	C, T
12, …	HVAC mode	1st Scene Group Output 1–8	1-byte	20,102	C, T
12, …	2-byte unsigned value	1st Scene Group Output 1–8	2 bytes	7,001	C, T
12, …	Temperature	1st Scene Group Output 1–8	2 bytes	9,001	C, T
12, …	RGB value	1st Scene Group Output 1–8	3 bytes	232,600	C, T
12, …	RGBW value	1st Scene Group Output 1–8	6 bytes	251,600	C, T

When a scene is retrieved, the communication object is used to transmit the corresponding output value of the scene to the bus. If the output is not set to this scene, it will not be transmitted.

A total of eight scene groups can be set up, with eight outputs per group.

The name in brackets changes with the parameter “Description of the output function”. If the description is empty, “First scene group output x-(...)” is shown by default. The same applies to the following points.

1-bit value: 1-bit object for transmitting switching telegrams (ON, OFF).

1-byte unsigned value: 1-byte object for transmitting values from 0 to 255.

Object no.	Function	Name	Type	DPT	Flag
HVAC mode: 1-byte object which can be used to switch a room temperature controller between the operating modes comfort, standby mode, energy-saving mode and frost/heat protection. 2-byte unsigned value: 2-byte object for transmitting values from 0 to 65,535. Temperature: 2-byte object for transmitting temperature values from -5°C to +40°C. RGB value: 3-byte object for transmitting red, green and blue colour information in a communication object. RGBW value: 6-byte object for transmitting red, green, blue and white colour information in a communication object.					

Object no.	Function	Name	Type	DPT	Flag
20, 21, 22, 23, 24, 25, 26, 27		2nd Scene Group Output 1–8			C, T
Notes on the communication objects and data types can be found in the first scene group.					

Object no.	Function	Name	Type	DPT	Flag
28, 29, 30, 31, 32, 33, 34, 35		3rd Scene Group Output 1–8			C, T
Notes on the communication objects and data types can be found in the first scene group.					

Object no.	Function	Name	Type	DPT	Flag
36, 37, 38, 39, 40, 41, 42, 43		4th Scene Group Output 1–8			C, T
Notes on the communication objects and data types can be found in the first scene group.					

Object no.	Function	Name	Type	DPT	Flag
44, 45, 46, 47, 58, 59, 50, 51		5th Scene Group Output 1–8			C, T
Notes on the communication objects and data types can be found in the first scene group.					

Object no.	Function	Name	Type	DPT	Flag
52, 53, 54, 55, 56, 57, 58, 59		6th Scene Group Output 1–8			C, T
Notes on the communication objects and data types can be found in the first scene group.					

Object no.	Function	Name	Type	DPT	Flag
60, 61, 62, 63, 64, 65, 66, 67		7th Scene Group Output 1–8			C, T
Notes on the communication objects and data types can be found in the first scene group.					

Object no.	Function	Name	Type	DPT	Flag
68, 69, 70, 71, 72, 73, 74, 75		8th Scene Group Output 1–8			C, T
Notes on the communication objects and data types can be found in the first scene group.					

12 Button function

The button functions for buttons 1 … 8 are explained in the next subsection. The following functions are available for selection:

Function	Pushbutton sensor 4.55			
	1-gang	2-gang	3-gang	4-gang
Switch	✓	✓	✓	✓
Dimming	✓	✓	✓	✓
RGB switching/send value	✓	✓	✓	✓
RGBW switching/send value	✓	✓	✓	✓
Colour temperature switching/send value	✓	✓	✓	✓
Value sender	✓	✓	✓	✓
Scene control	✓	✓	✓	✓
Blind	✓	✓	✓	✓
Shift register	✓	✓	✓	✓
Multiple operation	✓	✓	✓	✓
RGB dimming	x	x	✓	✓
RGBW dimming	x	x	x	✓
Colour temperature dimming	x	✓	✓	✓
Colour temperature adjustment	✓	✓	✓	✓

Description (max. 12 characters)

The button designation is shown on the display, depending on the setting for the display area.

Function of Channel	**Switch** **Dimming** **RGB switching/send value** **RGBW switching/send value** **Colour temperature switching/send value** **Value sender** **Scene control** **Blind** **Shift register** **Multiple operation** **RGB dimming** **RGBW dimming** **Colour temperature dimming** **Colour temperature adjustment**

Each button can perform one of these functions. On the basis of this selection, the ETS compiles the parameters and objects that match the function.

12.1 Switch

Distinction between short and long operation	No Yes
This parameter is used to configure whether a distinction is to be made between short and long button presses.	

Reaction on press operation	No reaction OFF ON CHANGE
This parameter is visible if no distinction is made between short and long button presses. This parameter determines the response when the button is pressed.	

Reaction on release operation	No reaction OFF ON CHANGE
This parameter is visible if no distinction is made between short and long button presses.	

Reaction on release operation	No reaction OFF ON CHANGE
This parameter determines the response when the button is released.	

Reaction on short operation	No reaction OFF ON CHANGE
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the response to a short button press.	

Reaction on long operation	No reaction OFF ON CHANGE
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the response to a long button press.	

Number of objects	1 2
This parameter is visible if the “Short or long button press” or “Command on press or release” parameters are not set to “No response”. This parameter determines the number of output objects that are controlled per channel in the channel function.	

12.1. Object table
1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Switch	Button 1 … 8	1-bit	1,001	C, T
99, …	Press, switch	Button 1 … 8	1-bit	1,001	C, T
99, …	Short, switch	Button 1 … 8	1-bit	1,001	C, T

Object no.	Function	Name	Type	DPT	Flag
These communication objects are used to trigger a switching operation. Depending on the parameter setting, either a shared object or two separate objects are used. When using a shared object, only the “Switch” object is visible. If two separate objects are used, “Press – switching” is visible, provided that no distinction is made between short and long button presses. “Short – switching” is visible when a distinction is made between short and long button presses. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	Release, switch	Button 1 … 8	1-bit	1,001	C, T
100, …	Long, switch	Button 1 … 8	1-bit	1,001	C, T
These communication objects are used to trigger a switching operation. They are visible after the parameters are set for two separate objects. “Release – switching” is visible if no distinction is made between short and long button presses. “Short – switching” is visible when a distinction is made between short and long button presses. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
104, 116, 128, 140, 152, 164, 176, 188	Switching – status	Button 1 … 8	1-bit	1,001	C, W, T
104, …	Press, switch status	Button 1 … 8	1-bit	1,001	C, W, T
104, …	Short, switch status	Button 1 … 8	1-bit	1,001	C, W, T
The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram. When using a shared object, only the “Switching – status” object is visible. If two separate objects are used, “Press – switching – status” is visible, provided that no distinction is made between short and long button presses. “Short – switching – status” is visible when a distinction is made between short and long button presses. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
105, 117, 129, 141, 153, 165, 177, 189	Release, switch status	Button 1 … 8	1-bit	1,001	C, W, T

Object no.	Function	Name	Type	DPT	Flag
105, …	Long, switch status	Button 1 … 8	1-bit	1,001	C, W, T

The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram.

“Release – switching – status” is visible if no distinction is made between short and long button presses. “Short – switching – status” is visible when a distinction is made between short and long button presses.

Telegrams: 0 = off, 1 = on

12.2 Dimming

Reaction on short operation	No reaction OFF ON CHANGE

This parameter determines the response to a short button press.

Reaction on long operation	No reaction Brighter Darker Brighter/darker

This parameter can be used to set the dimming value that should be transmitted during a prolonged button press. The brightness can thus be increased or decreased. Dimming stops when the contact is released.

No response: No telegrams were sent.

Brighter: The brightness increases.

Darker: The brightness decreases.

Brighter/darker: Brighter and darker are transmitted alternately. When the pushbutton sensor is switched on for the first time or is restarted after download, the default value for “Dimming” is 0. This means that the brightness is increased during the first operation.

Note: If “CHANGE” is selected as the parameter for “Short button press”, it is linked to the “Brighter/darker” parameter setting. For example, if the last value has the status “Switch on”, the brightness will be decreased during the next dimming operation. However, if the last value has the status “Switch off”, the brightness will be increased during the next dimming operation.

Dimming mode	Start/stop dimming Step dimming
This parameter is only visible if the previous parameter “Long button press” is not set to “No response”. Here, you can specify the type of dimming. Start/stop dimming: A dim-up or dim-down telegram is sent when the button is pressed and a stop telegram when the button is released. The dimming telegram is not sent cyclically. Dimming (stepped): The dimming telegram is sent cyclically. When dimming ends, a stop-dimming telegram is sent immediately.	

Step size	100% 50 % 25% 12.5% 6.25% 3.13% 1.56%
This parameter is only visible if the “Dimming mode” parameter is set to “Dimming (stepped)”. This parameter is used to configure the relative dimming step for dim up and/or dim down. Each time the button is pressed, dimming is performed with no more than the parameterised increment.	

Interval of tele. cyclic send (0 = inactive)	0 … 2.5 s
This parameter is only visible if the “Dimming mode” parameter is set to “Dimming (stepped)”. Determines the intervals for the cyclic transmission of dimming telegrams. 0 = send once	

12.2. Object table 1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Short, switch	Button 1 … 8	1-bit	1,001	C, T
These communication objects are used to trigger a switching operation. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	Long, dimming	Button 1 … 8	4-bit	3,007	C, W, T
4-bit object for transmitting relative dimming telegrams to adjust the brightness.					

Object no.	Function	Name	Type	DPT	Flag
104, 116, 128, 140, 152, 164, 176, 188	Switch status	Button 1 … 8	1-bit	1,001	C, W, T
The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram. Telegrams: 0 = off, 1 = on					

12.3 RGB switching/send value

Object datatype of absolute brightness	1 x 3-byte 3 x 1-byte
This parameter can be used to configure the object data type of the absolute brightness.	

Reaction on short operation	No reaction OFF ON CHANGE Absolute value
Using these two parameters, the transmission value on a short button press can be set.	

Reaction on long operation	No reaction OFF ON CHANGE Absolute value
Using these two parameters, the transmission value on a long button press can be set.	

RGB value	#000000 … #FFFFFF
This parameter is only visible if the “Absolute value” option is selected for a long or short button press. This parameter allows you to set the RGB value for a long or short button press.	

12.3. Object table

1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Switch	Button 1 … 8	1-bit	1,001	C, T
These communication objects are used to trigger a switching operation. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	RGB dimming value	Button 1 … 8	3-byte	232,600	C, T
The object is only visible if the “Object data type absolute brightness” parameter is set to “1 x 3-byte”. 3-byte object for transmitting red, green and blue colour information in a communication object.					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	Red dimming value	Button 1 … 8	1-byte	5,001	C, T
The object is only visible if the “Object data type absolute brightness” parameter is set to “3 x 1-byte”. Transmits the brightness value (0 … 100%) for the colour (red) to the bus.					

Object no.	Function	Name	Type	DPT	Flag
101, 113, 125, 137, 149, 161, 173, 185	Green dimming value	Button 1 … 8	1-byte	5,001	C, T
The object is only visible if the “Object data type absolute brightness” parameter is set to “3 x 1-byte”. Transmits the brightness value (0 … 100%) for the colour (green) to the bus.					

Object no.	Function	Name	Type	DPT	Flag
102, 114, 126, 138, 150, 162, 174, 186	Blue dimming value	Button 1 … 8	1-byte	5,001	C, T
The object is only visible if the “Object data type absolute brightness” parameter is set to “3 x 1-byte”. Transmits the brightness value (0 … 100%) for the colour (blue) to the bus.					

Object no.	Function	Name	Type	DPT	Flag
104, 116, 128, 140, 152, 164, 176, 188	Switch status	Button 1 … 8	1-bit	1,001	C, W, T
The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram. Telegrams: 0 = off, 1 = on					

12.4 RGBW switching/send value

Object datatype of absolute brightness	1 x 6-byte 4 x 1-byte
This parameter can be used to configure the object data type of the absolute brightness.	

Reaction on short operation	No reaction OFF ON CHANGE Absolute value
Using these two parameters, the transmission value on a short button press can be set.	

Reaction on long operation	No reaction OFF ON CHANGE Absolute value
Using these two parameters, the transmission value on a long button press can be set.	

RGB value	#000000 … #FFFFFF
This parameter is only visible if the “Absolute value” option is selected for a long or short button press. This parameter allows you to set the RGB value for a long or short button press.	

White Value	0 … 255
This parameter is only visible if the “Absolute value” option is selected for a long or short button press. This parameter can be used to set the white value for a long or short button press.	

12.4. Object table

1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Switch	Button 1 … 8	1-bit	1,001	C, T
These communication objects are used to trigger a switching operation. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	RGBW dimming value	Button 1 … 8	6 bytes	251,600	C, T
The object is only visible if the “Object data type absolute brightness” parameter is set to “1 x 6-byte”. 6-byte object for transmitting red, green, blue and white colour information in a communication object.					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	Red dimming value	Button 1 … 8	1-byte	5,001	C, T
The object is only visible if the “Object data type absolute brightness” parameter is set to “4 x 1-byte”. Transmits the brightness value (0 … 100%) for the colour (red) to the bus.					

Object no.	Function	Name	Type	DPT	Flag
101, 113, 125, 137, 149, 161, 173, 185	Green dimming value	Button 1 … 8	1-byte	5,001	C, T
The object is only visible if the “Object data type absolute brightness” parameter is set to “4 x 1-byte”. Transmits the brightness value (0 … 100%) for the colour (green) to the bus.					

Object no.	Function	Name	Type	DPT	Flag
102, 114, 126, 138, 150, 162, 174, 186	Blue dimming value	Button 1 … 8	1-byte	5,001	C, T
The object is only visible if the “Object data type absolute brightness” parameter is set to “4 x 1-byte”. Transmits the brightness value (0 … 100%) for the colour (blue) to the bus.					

Object no.	Function	Name	Type	DPT	Flag
103, 115, 127, 139, 151, 163, 175, 187	White dimming value	Button 1 … 8	1-byte	5,001	C, T
The object is only visible if the “Object data type absolute brightness” parameter is set to “4 x 1-byte”. Transmits the brightness value (0 … 100%) for the colour (white) to the bus.					

Object no.	Function	Name	Type	DPT	Flag
104, 116, 128, 140, 152, 164, 176, 188	Switch status	Button 1 … 8	1-bit	1,001	C, W, T
The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram. Telegrams: 0 = off, 1 = on					

12.5 Colour temperature switching/send value

Reaction on short operation	No reaction OFF ON CHANGE Absolute value
Using these two parameters, the transmission value on a short button press can be set.	

Reaction on long operation	No reaction OFF ON CHANGE Absolute value
Using these two parameters, the transmission value on a long button press can be set.	

Send brightness value	0 … 100%
This parameter is only visible if the “Absolute value” option is selected for a long or short button press. This parameter determines the brightness of the object value for a short or long button press.	

Send Colour temperature value	1000 … 10000 K
This parameter is only visible if the “Absolute value” option is selected for a long or short button press. This parameter determines the colour temperature of the object value for a short or long button press.	

12.5. Object table
1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Switch	Button 1 … 8	1-bit	1,001	C, T
These communication objects are used to trigger a switching operation. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	Brightness value	Button 1 … 8	1-byte	5,001	C, T
1-byte object for transmitting brightness values from 0 to 100 percent.					

Object no.	Function	Name	Type	DPT	Flag
101, 113, 125, 137, 149, 161, 173, 185	Colour temperature value	Button 1 … 8	2 bytes	7,600	C, T
2-byte object for transmitting colour temperature values from 1000 to 10,000 kelvin.					

Object no.	Function	Name	Type	DPT	Flag
104, 116, 128, 140, 152, 164, 176, 188	Switch status	Button 1 … 8	1-bit	1,001	C, W, T
The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram. Telegrams: 0 = off, 1 = on					

12.6 Value sender

Reaction on short operation	No reaction 1-bit value (on/off) 2-bit value (0 … 3) 4-bit value (0 … 15) 1-byte value (0 … 255) 2-byte (0 … 65535) 2-byte floating point value 4-byte value (0 … 4294967295) 4-byte floating point value
This parameter is used to set the data value that is transmitted when a button is pressed.	

Reaction on long operation	No reaction 1-bit value (on/off) 2-bit value (0 … 3) 4-bit value (0 … 15) 1-byte value (0 … 255) 2-byte (0 … 65535) 2-byte floating point value 4-byte value (0 … 4294967295) 4-byte floating point value
This parameter is used to set the data value that is transmitted when a button is pressed.	

Value 1	1-bit value (1/0) 2-bit value (0 … 3) 4-bit value (0 … 15) 1-byte value (0 … 255) 2-byte (0 … 65535) 2-byte floating point value (-670760 … 670760) 4-byte value (0 … 4294967295) 4-byte floating point value (-3.4E38 … 3.4E38)
This parameter is only visible if the “No response” option is not selected for a short button press. The value range is defined according to the selected data type.	

Value 2	1-bit value (1/0) 2-bit value (0 … 3) 4-bit value (0 … 15) 1-byte value (0 … 255) 2-byte (0 … 65535) 2-byte floating point value (-670760 … 670760) 4-byte value (0 … 4294967295) 4-byte floating point value (-3.4E38 … 3.4E38)
This parameter is only visible if the “No response” option is not selected for a long button press. The value range is defined according to the selected data type.	

12.6. Object table
1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Short, …	Button 1 … 8	1-bit 2-bit 4-bit 1-byte 2–byte 2–byte 4–byte 4–byte	1,001 2.001 3,007 5,010 7,001 9.x 12,001 14.x	C, T
This is an object for transmitting values. The value range depends on the parameter setting for a short button press.					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	Long, …	Button 1 … 8	1-bit 2-bit 4-bit 1-byte 2–byte 2–byte 4–byte 4–byte	1,001 2.001 3,007 5,010 7,001 9.x 12,001 14.x	C, T
This is an object for transmitting values. The value range depends on the parameter setting for a short button press.					

12.7 Scene control

Reaction on short operation	No reaction Recall scene Store scene
This parameter is used to configure the retrieval or saving of a scene on a short button press.	

Reaction on long operation	No reaction Recall scene Store scene
This parameter is used to configure the retrieval or saving of a scene on a long button press.	

8 bit scene number	Scene NO.1 … Scene NO.64
According to the KNX standard, objects with data type 18.001 “Scene control” can retrieve or save up to 64 scenes via their number. The scene number to be transmitted when the button is pressed is defined here. This parameter is visible if the parameter “Short or long button press” is not set to “No response”.	

Number of objects	1 2
This parameter determines the number of output objects that are controlled per channel in the channel function. This parameter is visible if the parameter “Short or long button press” is not set to “No response”.	

12.7. Object table

1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Scene	Button 1 … 8	1-byte	18,001	C, T
99, …	Short, scene	Button 1 … 8	1-byte	18,001	C, T
Using these communication objects, one of a maximum of 64 scenes can be retrieved or saved. Depending on the parameter setting, either a shared object or two separate objects are used. When using a shared object, only the “Scene” object is visible. If two separate objects are used, “Short – scene” is visible when a distinction is made between short and long button presses.					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	Long, scene	Button 1 … 8	1-byte	18,001	C, T
Using this communication object, one of a maximum of 64 scenes can be retrieved or saved. Only visible if two separate objects are used.					

12.8 Blind

Reaction on short operation	No reaction Up Down Up/down Stop (slat adjustment up) Stop (slat adjustment down) Stop (slat adjustment up/down)
This parameter determines the direction of movement of the drive upon button actuation. No action: No action is performed. “Up”: The curtains or blinds are opened or raised. “Down”: The curtains or blinds are closed or lowered. “Up/down”: The curtains or blinds are alternately opened/closed or raised/lowered. “Stop (slat adjustment up)”: The movement is stopped or the slat is adjusted upwards. “Stop (slat adjustment down)”: The movement is stopped or the slat is adjusted downwards. Stop (slat adjustment up/down): The movement is stopped or the slats are alternately adjusted upwards and downwards.	

Reaction on long operation	No reaction Up Down Up/down Stop (slat adjustment up) Stop (slat adjustment down) Stop (slat adjustment up/down)
This parameter determines the direction of movement of the drive upon button actuation. No action: No action is performed. “Up”: The curtains or blinds are opened or raised. “Down”: The curtains or blinds are closed or lowered. “Up/down”: The curtains or blinds are alternately opened/closed or raised/lowered. “Stop (slat adjustment up)”: The movement is stopped or the slat is adjusted upwards. “Stop (slat adjustment down)”: The movement is stopped or the slat is adjusted downwards.	

Reaction on long operation	No reaction Up Down Up/down Stop (slat adjustment up) Stop (slat adjustment down) Stop (slat adjustment up/down)
Stop (slat adjustment up/down): The movement is stopped or the slats are alternately adjusted upwards and downwards.	

Interval of tele. cyclic send (0 = inactive)	0 … 2.5 s
This parameter is visible when the “Long button press” parameter is set to “Stop...”. Sets the time interval for the cyclical transmission of a telegram for slat adjustment. 0 = send once.	

12.8. Object table 1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Up/down, Blind	Button 1 … 8	1-bit	1,008	C, W, T
1-bit object for transmitting telegrams to move a blind or shutter drive up or down.					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	Stop/Adjust, Blind	Button 1 … 8	1-bit	1,007	C, W, T
1-bit object for transmitting telegrams to stop a blind or shutter drive or to temporarily adjust the blind slats.					

12.9 Shift register

Shift type	Shift by step value Shift without step value
This parameter can be used to configure the shift type. Shift by step values: The start value, the stop value and the step value can be set here. The step value indicates by how much the value increases (from low to high) or decreases (from high to low) with each shift.	

Shift type	Shift by step value Shift without step value
Shift without step values: If there is no step value, you can determine the actual value that is transmitted for each shift (maximum of ten shift values). A value is transmitted for each operation.	

Direction	From lowest to highest and stop to the end From highest to lowest and stop to the begin From lowest to highest and cyclically From highest to lowest and cyclically
This parameter is used to configure the direction and repetition for cycling through the values. From lowest to highest and stop to the end: Run once up to the highest value. From highest to lowest and stop to the begin: Run once down to the lowest value. From lowest to highest and cyclically: Once the highest value is reached, it cycles back to the lowest value. From highest to lowest and cyclically: Once the lowest value is reached, it cycles back to the highest value.	

Reset function	Disable Enable by long operation
This parameter determines whether the shift register is to be reset. Disable: The shift register cannot be reset. Enable by long operation: The “Shift register” function can be reset with a long button press. After resetting, the function restarts from the beginning.	

Value begin with	0 … 240
This parameter can be used to set the start value of the shift sequence. Only visible if the ”Shift type” parameter is set to “Shift using step values”.	

Value end with (must be larger than value begin with)	1 … 250
This parameter can be used to set the end value of the shift sequence. Note: The values must satisfy the condition that end value > start value. If this is not the case, they cannot be changed and a red warning message will appear in the ETS. Only visible if the ”Shift type” parameter is set to “Shift using step values”.	

Step size	0 … 240
This parameter can be used to set the step values of the increase (from low to high) or decrease (from high to low) in the value. Only visible if the ”Shift type” parameter is set to “Shift using step values”.	

Object data type	1-byte unsigned value Scene number HVAC mode 1-byte percentage
This parameter is used to set the object data type for the shift object. Only visible if the “Shift type” parameter is set to “Shift without step value”.	

Shift number	1 … 10
This parameter can be used to configure the number of shift values. For the options “1-byte unsigned value”, “scene” or “1-byte percentage value”, 1 to 10 values are available. When “HVAC mode” is selected, 1 to 4 values are available. Only visible if the “Shift type” parameter is set to “Shift without step values”.	

Value x	0 … 255 Scene NO.1 … Scene NO.64 Comfort mode, Standby mode, Economy mode, Frost/heat protection 0 … 100%
(x = 1 … 10 or x = 1 …4) depending on the object data type and the number of shift values. This parameter is used to set the value that is transmitted each time the button is pressed. Only visible if the “Shift type” parameter is set to “Shift without step values”.	

12.9. Object table
1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Register value	Button 1 … 8	1-bit	5,010 17,001 20,102 5,001	C, W, T

Object no.	Function	Name	Type	DPT	Flag
This communication object transmits the value to the bus, with the object type depending on the “Object data type” parameter setting.					

12.1 4-channel operation

0

Object type for object x (x = 1 … 4)	Disable 1Bit On/Off 1Bit Up/Down 1Byte Recall Scene 1Byte Store Scene 1Byte Percentage 1Byte Unsigned value 14Byte String
This parameter is used to configure the data type upon a short or long button press. Note: Only channel 1 and a short button press support the transmission of 14-byte strings.	

Function of short operation	No reaction OFF ON TOGGLE
Only visible if the “Channel (1 … 4) function” parameter is set to “1-bit switching”.	

Function of long operation	No reaction OFF ON TOGGLE
Only visible if the “Channel (1 … 4) function” parameter is set to “1-bit switching”.	

Function of short operation	No reaction Up Down Up/Down
Only visible if the “Channel (1 … 4) function” parameter is set to “1-bit up/down”.	

Function of long operation	No reaction Up Down Up/Down
Only visible if the “Channel (1 … 4) function” parameter is set to “1-bit up/down”.	

Function of short operation	No reaction Send Value
Only visible if the “Channel (1 … 4) function” parameter is set to “1-byte scene retrieval”, “1-byte scene saving”, “1-byte percentage value”, “1-byte unsigned value” or “14-byte string (channel 1 only)”.	

Function of long operation	No reaction Send Value
Only visible if the “Channel (1 … 4) function” parameter is set to “1-byte scene retrieval”, “1-byte scene saving”, “1-byte percentage value” or “1-byte unsigned value”.	

Value (1/2)	Scene NO.1 … Scene NO.64
Only visible if the “Channel (1 … 4) function” parameter is set to “1-byte scene retrieval” or “1-byte scene saving”.	

Value (1/2)	0 … 100%
Only visible if the “Channel (1 … 4) function” parameter is set to “1-byte percentage value”.	

Value (1/2)	0 … 255
Only visible if the “Channel (1 … 4) function” parameter is set to “1-byte unsigned value”.	

String value	String max. 10 characters
Only visible if the “Channel 1 function” parameter is set to “14-byte string” and “short button press”.	

12.1 Object table

0.1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Object1-On/Off	Button 1 … 8	1-bit	1,001	C, W, T
99, …	Object1-Up/Down	Button 1 … 8	1-bit	1,008	C, W, T
99. …	Object1-Scene Control	Button 1 … 8	1-byte	18,001	C, T
99. …	Object1-Percentage	Button 1 … 8	1-byte	5,001	C, T
99. …	Object1-Unsigned value	Button 1 … 8	1-byte	5,010	C, T
99. …	Object1-String	Button 1 … 8	14 bytes	16,001	C, T
These are the communication objects for object 1. Up to four values (object 1 … 4) of different data types can be transmitted to the bus when a button is pressed. The range of possible values is determined by the data type and the data type is in turn determined by the parameter setting. Note: 14 bytes only applies to channel 1 of the button (1 … 8).					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	Object2-On/Off	Button 1 … 8	1-bit	1,001	C, W, T
100, …	Object2-Up/Down	Button 1 … 8	1-bit	1,008	C, W, T
100, …	Object2-Scene Control	Button 1 … 8	1-byte	18,001	C, T
100, …	Object2-Percentage	Button 1 … 8	1-byte	5,001	C, T
100, …	Object2-Unsigned value	Button 1 … 8	1-byte	5,010	C, T
These are the communication objects for object 2.					

Object no.	Function	Name	Type	DPT	Flag
101, 113, 125, 137, 149, 161, 173, 185	Object3-On/Off	Button 1 … 8	1-bit	1,001	C, W, T
101, …	Object3-Up/Down	Button 1 … 8	1-bit	1,008	C, W, T
101, …	Object3-Scene Control	Button 1 … 8	1-byte	18,001	C, T
101, …	Object3-Percentage	Button 1 … 8	1-byte	5,001	C, T

Object no.	Function	Name	Type	DPT	Flag
101, …	Object3-Unsigned value	Button 1 … 8	1-byte	5,010	C, T
These are the communication objects for object 3.					

Object no.	Function	Name	Type	DPT	Flag
102, 114, 126, 138, 150, 162, 174, 186	Object4-On/Off	Button 1 … 8	1-bit	1,001	C, W, T
102, …	Object4-Up/Down	Button 1 … 8	1-bit	1,008	C, W, T
102, …	Object4-Scene Control	Button 1 … 8	1-byte	18,001	C, T
102, …	Object4-Percentage	Button 1 … 8	1-byte	5,001	C, T
102, …	Object4-Unsigned value	Button 1 … 8	1-byte	5,010	C, T
These are the communication objects for object 4.					

12.1 Colour temperature adjustment 1

Reaction on short operation	No reaction OFF ON TOGGLE
This parameter determines the response to a short button press.	

Reaction on long operation	Increase colour temperature Decrease colour temperature Increase/Decrease colour temperature
This parameter determines the response to a long button press. If “Increase colour temperature” is selected for long-term operation, only the maximum colour temperature can be set. If “Decrease colour temperature” is selected, only the minimum colour temperature can be set.	

Initial value when no response in startup	2000 … 7000 K
This parameter is used to set the initial value if there is no feedback at start-up. The initial value of the colour temperature must be within the range between the “Minimum colour temperature” and the “Maximum colour temperature”. Otherwise, it can be changed and a red warning message appears in the ETS.	

Min. colour temperature	2000 … 7000 K
This parameter is used to configure the minimum colour temperature. To change the colour temperature, the minimum value must be less than the maximum value. Otherwise, a red warning message is displayed in the ETS and no change is possible.	

Max. colour temperature	2000 … 7000 K
This parameter is used to configure the maximum colour temperature. To change the colour temperature, the maximum value must be greater than the minimum value. Otherwise, a red warning message is displayed in the ETS and no change is possible.	

Step of colour temperature	100 K, 200 K, 500 K, 1000 K
This parameter can be used to adjust the increment by which the colour temperature is increased or decreased.	

Interval of tele. cyclic send	0 … 2.5 s
Determines the intervals for the cyclic transmission of colour temperature telegrams. 0 = send once	

12.1 Object table

1.1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Switch	Button 1 … 8	1-bit	1,001	C, T
These communication objects are used to trigger a switching operation. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
101, 113, 125, 137, 149, 161, 173, 185	Absolute colour temperature	Button 1 … 8	2 bytes	7,600	C, W, T
2-byte object for receiving colour temperature values from 2000 to 7000 kelvin.					

Object no.	Function	Name	Type	DPT	Flag
104, 116, 128, 140, 152, 164, 176, 188	Switch status	Button 1 … 8	1-bit	1,001	C, W, T
The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram.					

Object no.	Function	Name	Type	DPT	Flag
106, 118, 130, 142, 154, 166, 178, 190	Absolute colour temperature status	Button 1 … 8	2 bytes	7,600	C, W, T
The object is used to receive the feedback of the colour temperature status from the bus.					

12.12 RGB dimming

The “RGB dimming” function is only available with the pushbutton sensors 4.55 Plus, 3-gang and 4-gang.

Reaction on short operation	Switch toggle
This parameter is used to explain the response to a short button press. A short button press (CHANGE) switches between ON and OFF.	

Reaction on long operation	Enter into the sub dimming page
This parameter is used to explain the response to a long button press. The “Sub dimming page setting” page for setting the colour is called up with a long button press.	

Preview of the lighting ambience setting mode

Image 1: RGB lighting ambience setting mode

Button 1	Decrease the hue (H) when the button is pressed	Button 2	Increase the hue (H) when the button is pressed
Button 3	Decrease saturation (S) when the button is pressed	Button 4	Increase saturation (S) when the button is pressed
Button 5	Decrease the brightness value (V) when the button is pressed	Button 6	Increase the brightness value (V) when the button is pressed
Button 7	No function	Button 8	No function

Object data type	1 x 3-byte
This parameter is used to explain the determined data type.	

Reaction on “off” operation	Only switch object send value 0 Brightness objects send value 0
This parameter is used to configure the telegram sent when switching “OFF”. Either the OFF telegram is sent to the switching object or the brightness value is set to “0”.	

Reaction on “on” operation	Only switch object send value 1 Preset colour brightness value
This parameter is used to configure the telegram sent when switching “ON”. Either the ON telegram is sent to the switching object or a colour brightness value is sent.	

RGB value	#000000 … #FFFFFF
This parameter is visible when the “Preset colour brightness value” option is selected. It specifies the RGB value to be transmitted.	

Step of H (hue)	10°, 20°, 30°, 40°, 50°
This parameter can be used to configure the increment for hue.	

Step of S (saturation)	5%, 10%, 20%
This parameter can be used to configure the saturation increment.	

Step of V (value)	5%, 10%, 20%
This parameter can be used to configure the increment for brightness.	

12.1 Object table
2.1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Switch	Button 1 … 8	1-bit	1,001	C, T
These communication objects are used to trigger a switching operation. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	RGB dimming value	Button 1 … 8	3 bytes	232,600	C, T
3-byte object for transmitting red, green and blue colour information in a communication object.					

Object no.	Function	Name	Type	DPT	Flag
104, 116, 128, 140, 152, 164, 176, 188	Switch status	Button 1 … 8	1-bit	1,001	C, W, T
The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram.					

Object no.	Function	Name	Type	DPT	Flag
105, 117, 129, 141, 153, 165, 177, 189	RGB brightness status	Button 1 … 8	3 bytes	232,600	C, W, T
3-byte object for receiving feedback telegrams (RGB colour values).					

12.1 RGBW dimming
3

The “RGBW dimming” function is only available with the pushbutton sensor 4.55 Plus, 4-gang.

Reaction on short operation	Switch toggle
This parameter is used to explain the response to a short button press. A short button press (CHANGE) switches between ON and OFF.	

Reaction on long operation	Enter into the sub dimming page
This parameter is used to explain the response to a long button press. The “sub dimming” page for setting the colour is called up with a long button press.	

Preview of the lighting ambience setting mode

Image 2: RGBW lighting ambience setting mode

Button 1	Decrease the hue (H) when the button is pressed	Button 2	Increase the hue (H) when the button is pressed
Button 3	Decrease saturation (S) when the button is pressed	Button 4	Increase saturation (S) when the button is pressed
Button 5	Decrease the brightness value (V) when the button is pressed	Button 6	Increase the brightness value (V) when the button is pressed
Button 7	Decrease the white value when the button is pressed	Button 8	Increase the white value when the button is pressed

Object data type	1 x 6-byte 4 x 1-byte
With the configured channel function “RGBW dimming”, communication via the bus can take place either through individual objects 4 x 1-byte (red, green, blue, white) or through a combination object 1 x 6-byte (RGBW).	

Reaction on “off” operation	Only switch object send value 0 Brightness objects send value 0
This parameter is used to configure the telegram sent when switching “OFF”. Either the OFF telegram is sent to the switching object or the brightness value is set to “0”.	

Reaction on “on” operation	Only switch object send value 1 Preset colour brightness value
This parameter is used to configure the telegram sent when switching “ON”. Either the ON telegram is sent to the switching object or a colour brightness value is sent.	

RGB value	#000000 … #FFFFFF
This parameter is visible when the “Preset colour brightness value” option is selected. It specifies the RGB value to be transmitted.	

White brightness value	0 … 100%
This parameter is visible when the “Preset colour brightness value” option is selected. It determines the white value to be transmitted.	

Step of H (hue)	10°, 20°, 30°, 40°, 50°
This parameter can be used to configure the increment for hue.	

Step of S (saturation)	5%, 10%, 20%
This parameter can be used to configure the saturation increment.	

Step of V (value)	5%, 10%, 20%
This parameter can be used to configure the increment for brightness.	

Step of W (white)	5%, 10%, 20%
This parameter can be used to configure the increment for the white value.	

12.1 Object table 3.1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Switch	Button 1 … 8	1-bit	1,001	C, T
These communication objects are used to trigger a switching operation. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	RGBW dimming value	Button 1 … 8	6 bytes	251,600	C, T
The object is only visible if the “Object data type” parameter is set to “1 x 6-byte”. 6-byte object for transmitting red, green, blue and white colour information in a communication object.					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	Red dimming value	Button 1 … 8	1-byte	5,001	C, T
This object is only visible if the “Object data type” parameter is set to “4 x 1-byte”. Transmits the brightness value (0 … 100%) for the colour (red) to the bus.					

Object no.	Function	Name	Type	DPT	Flag
101, 113, 125, 137, 149, 161, 173, 185	Green dimming value	Button 1 … 8	1-byte	5,001	C, T
This object is only visible if the “Object data type” parameter is set to “4 x 1-byte”. Transmits the brightness value (0 … 100%) for the colour (green) to the bus.					

Object no.	Function	Name	Type	DPT	Flag
102, 114, 126, 138, 150, 162, 174, 186	Blue dimming value	Button 1 … 8	1-byte	5,001	C, T
This object is only visible if the “Object data type” parameter is set to “4 x 1-byte”. Transmits the brightness value (0 … 100%) for the colour (blue) to the bus.					

Object no.	Function	Name	Type	DPT	Flag
103, 115, 127, 139, 151, 163, 175, 187	White dimming value	Button 1 … 8	1-byte	5,001	C, T
This object is only visible if the “Object data type” parameter is set to “4 x 1-byte”. Transmits the brightness value (0 … 100%) for the colour (white) to the bus.					

Object no.	Function	Name	Type	DPT	Flag
104, 116, 128, 140, 152, 164, 176, 188	Switch status	Button 1 … 8	1-bit	1,001	C, W, T
The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
105, 117, 129, 141, 153, 165, 177, 189	RGBW brightness status	Button 1 … 8	6 bytes	251,600	C, W, T
The object is only visible if the “Object data type” parameter is set to “1 x 6-byte”. 6-byte object for receiving feedback telegrams (RGBW colour values).					

Object no.	Function	Name	Type	DPT	Flag
105, 117, 129, 141, 153, 165, 177, 189	Red brightness, status	Button 1 … 8	1-byte	5,001	C, W, T
This object is only visible if the “Object data type” parameter is set to “4 x 1-byte”. 1-byte object for receiving brightness values (0 … 100%) for the colour (red).					

Object no.	Function	Name	Type	DPT	Flag
106, 118, 130, 142, 154, 166, 178, 190	Green brightness, status	Button 1 … 8	1-byte	5,001	C, W, T
This object is only visible if the “Object data type” parameter is set to “4 x 1-byte”. 1-byte object for receiving brightness values (0 … 100%) for the colour (green).					

Object no.	Function	Name	Type	DPT	Flag
107, 119, 131, 143, 155, 167, 179, 191	Blue brightness, status	Button 1 … 8	1-byte	5,001	C, W, T
This object is only visible if the “Object data type” parameter is set to “4 x 1-byte”. 1-byte object for receiving brightness values (0 … 100%) for the colour (blue).					

Object no.	Function	Name	Type	DPT	Flag
108, 120, 132, 144, 156, 168, 180, 192	White brightness, status	Button 1 … 8	1-byte	5,001	C, W, T
This object is only visible if the “Object data type” parameter is set to “4 x 1-byte”. 1-byte object for receiving brightness values (0 … 100%) for the colour (white).					

12.14 Colour temperature dimming

The “Dim colour temperature” function is only available with the pushbutton sensors 4.55 Plus, 2-gang, 3-gang and 4-gang.

Reaction on short operation	Switch toggle
This parameter is used to explain the response to a short button press. A short button press (CHANGE) switches between ON and OFF.	

Reaction on long operation	Enter into the sub dimming page
This parameter is used to explain the response to a long button press. The “Lighting ambience” page for setting the colour is called up with a long button press.	

Preview of the lighting ambience setting mode

Image 3: Colour temperature in lighting ambience setting mode

Button 1	No function	Button 2	No function
Button 3	Press to decrease the colour temperature	Button 4	Increase the colour temperature when the button is pressed
Button 5	Press to decrease the brightness	Button 6	Increase the brightness when the button is pressed
Button 7	No function	Button 8	No function

Object data type of colour temperature	1byte relative percentage value 2byte absolute value
This parameter is used to configure the object data type for changing the colour temperature. This can be done either as a 1-byte telegram with a relative percentage value (0 … 100%) or as 2-byte telegram with absolute values.	

Reaction on “off” operation	Only switch object send value 0 Brightness objects send value 0
This parameter is used to configure the telegram sent when switching “OFF”. Either the OFF telegram is sent to the switching object or the brightness value is set to “0”.	

Reaction on “on” operation	Only switching object transmits value 1 Preset brightness value Preset brightness value and colour temperature value
This parameter is used to configure the telegram sent when switching “ON”. Either the ON telegram is sent to the switching object, a brightness value is sent, or a brightness and colour temperature value is sent.	

Brightness is	0 … 100%
This parameter is visible when one of the “Preset brightness value” or “Preset brightness value and colour temperature value” options is selected. It specifies the brightness value for an ON telegram.	

Colour temperature	2000 … 7000 K
This parameter is visible when the ”Preset brightness value and colour temperature value” option is selected. It specifies the colour temperature for an ON telegram.	

Min. colour temperature	2000 … 7000 K
This parameter is used to configure the minimum colour temperature. To change the colour temperature, the minimum value must be less than the maximum value. Otherwise, a red warning message is displayed in the ETS and no change is possible.	

Max. colour temperature	2000 … 7000 K
This parameter is used to configure the maximum colour temperature.	

Max. colour temperature	2000 … 7000 K
To change the colour temperature, the maximum value must be greater than the minimum value. Otherwise, a red warning message is displayed in the ETS and no change is possible.	

Step of colour temperature	100 K, 200 K, 500 K, 1000 K
This parameter can be used to adjust the increment by which the colour temperature is increased or decreased.	

Step of brightness	5%, 10%, 20%
This parameter can be used to configure the increment for brightness.	

12.1 Object table 4.1

Object no.	Function	Name	Type	DPT	Flag
99, 111, 123, 135, 147, 159, 171, 183	Switch	Button 1 … 8	1-bit	1,001	C, T
These communication objects are used to trigger a switching operation. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
100, 112, 124, 136, 148, 160, 172, 184	Brightness value	Button 1 … 8	1-byte	5,001	C, T
1-byte object for transmitting brightness values from 0 to 100 percent.					

Object no.	Function	Name	Type	DPT	Flag
101, 113, 125, 137, 149, 161, 173, 185	Relative percentage colour temperature	Button 1 … 8	1-byte	5,001	C, T
The object is only visible if the “Object data type colour temperature” parameter is set to “1-byte percentage value”. 1-byte object for transmitting colour temperature (relative) from 0 to 100 percent.					

Object no.	Function	Name	Type	DPT	Flag
101, 113, 125, 137, 149, 161, 173, 185	Absolute colour temperature	Button 1 … 8	2 bytes	7,600	C, T
The object is only visible if the “Object data type colour temperature” parameter is set to “2-byte absolute value”. 2-byte object for transmitting colour temperature values from 1000 to 10,000 kelvin.					

Object no.	Function	Name	Type	DPT	Flag
104, 116, 128, 140, 152, 164, 176, 188	Switch status	Button 1 … 8	1-bit	1,001	C, W, T
The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
106, 118, 130, 142, 154, 166, 178, 190	Relative percentage colour temperature status	Button 1 … 8	1-byte	5,001	C, W, T
The object is only visible if the “Object data type colour temperature” parameter is set to “1-byte percentage value”. The object is used to receive the feedback of the colour temperature status (relative) from the bus.					

Object no.	Function	Name	Type	DPT	Flag
106, 118, 130, 142, 154, 166, 178, 190	Absolute colour temperature status	Button 1 … 8	2 bytes	7,600	C, W, T
The object is only visible if the “Object data type colour temperature” parameter is set to “2-byte absolute value”. The object is used to receive the feedback of the colour temperature status from the bus.					

12.1 Display area (left/right) 5

Status indication	Via button switch status object Via external status object 1-bit Via external status object 1-byte Always
Can only be set for these channel functions: Switch, dimming, RGB switching/value transmission, RGBW switching/value transmission, colour temperature switching/ value transmission, RGB dimming, RGBW dimming, dim colour temperature and colour temperature adjustment This parameter is used to configure the status display of the button. Via button switch status object: Status display via the feedback from the “Switching – status” object. Via external status object 1-bit: Status display via the feedback of the external 1-bit object “Status source”. Via external status object 1-byte: The status is displayed by comparing the feedback from the external 1-byte object “Status source” with the threshold value. Always: The same status is always displayed.	

Status indication	Via external status object 1-bit Via external status object 1-byte Always Indicate button press
Can only be set for these channel functions: Value transmitter, scene auxiliary unit, blind, shift register and 4-channel operation. This parameter is used to configure the status display of the button. Via external status object 1-bit: Status display via the feedback of the external 1-bit object “Status source”. Via external status object 1-byte: The status is displayed by comparing the feedback from the external 1-byte object “Status source” with the threshold value. Always: The same status is always displayed. Indicate button press: Flashes twice (0.5 s on, 0.5 s off) when the button is pressed. Then returns to the normal display. If the button is pressed again during the flashing cycle, the cycle will not be reset.	

Indication type	Description of button Icon only Icon above description of button Icon below description of button
This parameter is used to configure the display format for the button. The button inscription is configured via the parameter “Designation” (max. 12 characters).	

Icon for object value=1	(select appropriate symbol)
The parameter is visible if, for the “Indication type” parameter, a display with the option “Icon...” is selected. It specifies the symbol for the object value = 1. The symbols are described in the annex, see Overview of symbols/icons [▶ 122].	

Colour for object value = 1	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, brown, light orange, user-defined colour 1 … 5
This parameter is used to configure the colour of the symbol and the text if the value of the status telegram is “1”.	

Icon for object value = 0	(select appropriate symbol)
The parameter is visible if, for the “Indication type” parameter, a display with the option “Icon...” is selected. It specifies the symbol for the object value = 0. The symbols are described in the annex, see Overview of symbols/icons [▶ 122].	

Colour for object value = 0	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, brown, light orange, user-defined colour 1 … 5
This parameter is used to configure the colour of the symbol and the text if the value of the status telegram is “0”.	

Icon for indication	(select appropriate symbol)
The parameter is visible if the “Always or Indicate button press” or “Icon...” options are selected for the “Status indication” and “Indication type” parameters. This parameter determines the symbol for the status display. The symbols are described in the annex, see Overview of symbols/icons [▶ 122].	

Colour for indication	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, brown, light orange, user-defined colour 1 … 5
The parameter is visible if the “Always visualise or visualise upon button press” option is selected for the “Status source” parameter.	

Colour for indication	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, brown, light orange, user-defined colour 1 … 5
This parameter is used to configure the colour of the symbol and the text for the status display	

Object data type	1-byte (0 … 255) 1-byte (0 … 100%)
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. This parameter is used to configure the object data type of the external 1-byte object “Status source” for the status display.	

Threshold compare type	Between the threshold value Equal to the threshold value
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. This parameter is used to configure the threshold value comparison type. The value is either compared to the threshold value (the value is greater or less than the threshold value) or it is the same as the threshold value.	

Number of threshold values	1 … 4 1 … 5
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. If the parameter “Type of threshold value comparison” is set to “Between the threshold values”, a maximum of four threshold values can be specified. If the “Type of threshold value comparison” parameter is set to “Is equal to the threshold value”, a maximum of five threshold values can be specified.	

Threshold value x is (x = 1…4) or (x = 1…5)	0 … 255 0 … 100%
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. This parameter is used to configure the threshold value. The status display is created by comparing the input value and the threshold value. The options are displayed according to the selected object data type: 0 … 255 / 0 … 100%	

Initial icon is	(select appropriate symbol)
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter and a display with the “Symbol...” option is selected for the “Display” parameter. This parameter determines the symbol that is displayed at the start and when the threshold value is not reached. The symbols are described in the annex, see Overview of symbols/icons [▶ 122].	

Initial colour is	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, brown, light orange, user-defined colour 1 … 5
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. This parameter determines the colour that is displayed at the start and when the threshold is not reached.	

Between the threshold values

Icon is	(select appropriate symbol)
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter and a display with the “Symbol...” option is selected for the “Display” parameter. Depending on the number of threshold value comparisons, a symbol can be specified for the respective comparison. The symbols are described in the annex, see Overview of symbols/icons [▶ 122]. If object value <= threshold value 1 If threshold value 1 < object value <= threshold value 2 If threshold value 2 < object value <= threshold value 3 If threshold value 3 < object value <= threshold value 4 If object value > threshold value 1 to 4 (depending on the number of comparisons)	

Colour is	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, brown, light orange, user-defined colour 1 … 5
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. Depending on the number of threshold comparisons, a colour can be specified for the respective comparison. If object value <= threshold value 1 If threshold value 1 < object value <= threshold value 2	

Colour is	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, brown, light orange, user-defined colour 1 … 5
If threshold value 2 < object value <= threshold value 3 If threshold value 3 < object value <= threshold value 4 If object value > threshold value 1 to 4 (depending on the number of comparisons)	

Is equal to the threshold value

Icon is	(select appropriate symbol)
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter and a display with the “Symbol...” option is selected for the “Display” parameter. Depending on the number of threshold value comparisons, a symbol can be specified for the respective comparison. The symbols are described in the annex, see Overview of symbols/icons [▶ 122]. If object value = threshold value 1 to 5	

Colour is	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, brown, light orange, user-defined colour 1 … 5
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. Depending on the number of threshold comparisons, a colour can be specified for the respective comparison. If object value = threshold value 1 to 5 (depending on the number of comparisons)	

12.1 Object table
5.1

Object no.	Function	Name	Type	DPT	Flag
109, 121, 133, 145, 157, 169, 181, 193	Status indication	Button 1 … 8	1-bit	1,001	C, W, T
The object is only visible if the “Status source” parameter is set to “External status object (1-bit)”. 1-bit object for receiving a status telegram for the status display in the value range 0 = off, 1 = on.					

Object no.	Function	Name	Type	DPT	Flag
109, 121, 133, 145, 157, 169, 181, 193	Status indication	Button 1 … 8	1-byte	5,001	C, W, T
The object is only visible if the “Status source” parameter is set to “External status object (1-byte)” and the “Object data type” parameter is set to “1–byte (0 … 100%)”. 1-byte object for receiving a status telegram for the status display in the value range from 0 to 100 percent.					

Object no.	Function	Name	Type	DPT	Flag
109, 121, 133, 145, 157, 169, 181, 193	Status indication	Button 1 … 8	1-byte	5,010	C, W, T
The object is only visible if the “Status source” parameter is set to “External status object (1-byte)” and the “Object data type” parameter is set to “1-byte (0 … 255)”. 1-byte object for receiving a status telegram for the status display in the value range from 0 to 255.					

12.1 Disable function

6

Disable function	Active Inactive
This is where the blocking function can be enabled for button 1 … 8. If “active” is selected, the ETS displays further communication objects and other parameters.	

Polarity of disable function	0 = Enable / 1 = Disable 0 = Disable / 1 = Enable
The parameter specifies at which blocking object value the blocking function is active.	

Lock Icon indicated when disabled	Small icon Big icon
This parameter can be used to configure the size of the symbol when the button is in the inactive state. If a large symbol is selected, the original symbol is replaced by the lock symbol. If a small symbol is selected, however, both symbols are shown side by side: The lock symbol is a small symbol in the right-hand corner of the original symbol.	

12.1 Object table
6.1

Object no.	Function	Name	Type	DPT	Flag
98, 110, 122, 134, 146, 158, 170, 182	Inactive	Button 1 … 8	1-bit	1,003	C, W
The communication object is used to disable or enable the function of button 1 … 8.					

13 Rocker function

Description **(max. 12 characters)**

The rocker designation is shown on the display, depending on the setting for the display area.

Function of Channel	**Disable**
	Switch
	Dimming
	Scene control
	Blind
	Controller extension

Each rocker can perform one of these functions. On the basis of this selection, the ETS compiles the parameters and objects that match the function.

13.1 Switch

Distinction between short and long operation	No Yes
This parameter is used to configure whether a distinction is to be made between short and long button presses.	

Reaction on press operation	No reaction OFF ON TOGGLE
This parameter is visible if no distinction is made between short and long button presses. This parameter determines the response when the left or right button of the 2-gang rocker is pressed.	

Reaction on release operation	No reaction OFF ON TOGGLE
This parameter is visible if no distinction is made between short and long button presses. This parameter determines the response when the left or right button of the 2-gang rocker is released.	

Reaction on short operation	No reaction OFF ON TOGGLE
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the response to a short button press on the left or right button of the 2-gang rocker.	

Reaction on long operation	No reaction OFF ON TOGGLE
This parameter is visible if a distinction is made between short and long button presses. This parameter determines the response to a long button press on the left or right button of the 2-gang rocker.	

Number of objects	1 2
This parameter is visible if the “Short or long button press” or “Command on press or release” parameters are not set to “No response”. This parameter determines the number of output objects that are controlled per channel in the channel function.	

13.1. Object table
1

Object no.	Function	Name	Type	DPT	Flag
99, 123, 147, 171	Switch	Rocker 1 … 4	1-bit	1,001	C, T
99, …	Press, switch	Rocker 1 … 4	1-bit	1,001	C, T
99, …	Short, switch	Rocker 1 … 4	1-bit	1,001	C, T
These communication objects are used to trigger a switching operation. Depending on the parameter setting, either a shared object or two separate objects are used. When using a shared object, only the “Switch” object is visible. If two separate objects are used, “Press – switching” is visible, provided that no distinction is made between short and long button presses. “Short – switching” is visible when a distinction is made between short and long button presses. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
100, 124, 148, 172	Release, switch	Rocker 1 … 4	1-bit	1,001	C, T
100, …	Long, switch	Rocker 1 … 4	1-bit	1,001	C, T
These communication objects are used to trigger a switching operation. They are visible after the parameters are set for two separate objects. “Release – switching” is visible if no distinction is made between short and long button presses. “Short – switching” is visible when a distinction is made between short and long button presses. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
104, 128, 152, 176	Switch status	Rocker 1 … 4	1-bit	1,001	C, W, T
104, …	Press, switch status	Rocker 1 … 4	1-bit	1,001	C, W, T
104, …	Short, switch status	Rocker 1 … 4	1-bit	1,001	C, W, T
The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram. When using a shared object, only the “Switching – status” object is visible. If two separate objects are used, “Press – switching – status” is visible, provided that no distinction is made between short and long button presses. “Short – switching – status” is visible when a distinction is made between short and long button presses. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
105, 129, 153, 177	Release, switch status	Rocker 1 … 4	1-bit	1,001	C, W, T
105, …	Long, switch status	Rocker 1 … 4	1-bit	1,001	C, W, T
The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram. “Release – switching – status” is visible if no distinction is made between short and long button presses. “Short – switching – status” is visible when a distinction is made between short and long button presses. Telegrams: 0 = off, 1 = on					

13.2 Dimming

Reaction on short operation	No reaction OFF ON TOGGLE
This parameter determines the response to a short button press on the left or right button of the 2-gang rocker.	

Reaction on long operation	No reaction Brighter Darker Brighter/Darker
This parameter can be used to adjust the relative dimming value upon a long button press on the left or right button of the 2-gang rocker. This will make the light brighter or darker. Dimming stops when the button is released. No response: No telegrams were sent. Brighter: The brightness increases. Darker: The brightness decreases. Brighter/darker: Brighter and darker are transmitted alternately. When the pushbutton sensor is switched on for the first time or is restarted after download, the default value for “Dimming” is 0. This means that the brightness is increased during the first operation. Note: If “TOGGLE” is selected as the parameter for “Short button press”, it is linked to the “Brighter/darker” parameter setting. For example, if the last value has the status “Switch on”, the brightness will be decreased during the next dimming operation. However, if the last value has the status “Switch off”, the brightness will be increased during the next dimming operation.	

Dimming mode	Start-Stop dimming Step dimming
This parameter is used to configure the dimming mode. Start/stop dimming: A dim-up or dim-down telegram is sent when the button is pressed and a stop telegram when the button is released. The dimming telegram is not sent cyclically. Dimming (stepped): The dimming telegram is sent cyclically. When dimming ends, a stop-dimming telegram is sent immediately.	

Step size	100% 50 % 25% 12.5% 6.25% 3.13% 1.56%
This parameter is only visible if the “Dimming mode” parameter is set to “Dimming (stepped)”. This parameter is used to configure the relative dimming step for dim up and/or dim down. Each time the button is pressed, dimming is performed with no more than the parameterised increment.	

Interval of tele. cyclic send	0 … 2.5 s
This parameter is only visible if the “Dimming mode” parameter is set to “Dimming (stepped)”. Determines the intervals for the cyclic transmission of dimming telegrams. 0 = send once	

13.2. Object table

1

Object no.	Function	Name	Type	DPT	Flag
99, 123, 147, 171	Short, switch	Rocker 1 … 4	1-bit	1,001	C, T
These communication objects are used to trigger a switching operation. Telegrams: 0 = off, 1 = on					

Object no.	Function	Name	Type	DPT	Flag
100, 124, 148, 172	Long, dimming	Rocker 1 … 4	4-bit	3,007	C, W, T
4-bit object for transmitting relative dimming telegrams to adjust the brightness.					

Object no.	Function	Name	Type	DPT	Flag
104, 128, 152, 176	Switch status	Rocker 1 … 4	1-bit	1,001	C, W, T
The object is used to receive the feedback of the switching state from the bus. When the pushbutton sensor is restarted, the object sends a status enquiry telegram. Telegrams: 0 = off, 1 = on					

13.3 Scene control

Reaction on short operation	No reaction Recall scene Store scene
This parameter is used to configure the retrieval or saving of a scene on a short button press.	

Reaction on long operation	No reaction Recall scene Store scene
This parameter is used to configure the retrieval or saving of a scene on a long button press.	

8 bit scene number	Scene NO.1 … Scene NO.64
According to the KNX standard, objects with data type 18.001 “Scene control” can retrieve or save up to 64 scenes via their number. The scene number to be transmitted when the button is pressed is defined here. This parameter is visible if the parameter “Short or long button press” is not set to “No response”.	

Number of objects	1 2
This parameter determines the number of output objects that are controlled per channel in the channel function. This parameter is visible if the parameter “Short or long button press” is not set to “No response”.	

13.3. Object table
1

Object no.	Function	Name	Type	DPT	Flag
99, 123, 147, 171	Scene	Rocker 1 … 4	1 byte	18,001	C, T
99, …	Short, scene	Rocker 1 … 4	1 byte	18,001	C, T
Using these communication objects, one of a maximum of 64 scenes can be retrieved or saved. Depending on the parameter setting, either a shared object or two separate objects are used. When using a shared object, only the “Scene” object is visible. If two separate objects are used, “Short – scene” is visible.					

Object no.	Function	Name	Type	DPT	Flag
100, 124, 148, 172	Long, scene	Rocker 1 … 4	1 byte	18,001	C, T
Using this communication object, one of a maximum of 64 scenes can be retrieved or saved. Only visible if two separate objects are used.					

13.4 Blind

Reaction on short operation	No reaction Up Down Up/Down Stop(Adjust Up) Stop(Adjust Down) Stop(Adjust Up/Down)
This parameter determines the direction of movement of the drive upon button actuation of the left or right rocker. No action: No action is performed. “Up”: The curtains or blinds are opened or raised. “Down”: The curtains or blinds are closed or lowered. “Up/down”: The curtains or blinds are alternately opened/closed or raised/lowered. “Stop(Adjust Up)”: The movement is stopped or the slat is adjusted upwards. “Stop(Adjust Down)”: The movement is stopped or the slat is adjusted downwards. “Stop(Adjust Up/Down)”: The movement is stopped or the slats are alternately adjusted upwards and downwards.	

Reaction on long operation	No reaction Up Down Up/Down Stop(Adjust Up) Stop(Adjust Down) Stop(Adjust Up/Down)
This parameter determines the direction of movement of the drive upon button actuation of the left or right rocker. No action: No action is performed. “Up”: The curtains or blinds are opened or raised. “Down”: The curtains or blinds are closed or lowered. “Up/down”: The curtains or blinds are alternately opened/closed or raised/lowered.	

Reaction on long operation	No reaction Up Down Up/Down Stop(Adjust Up) Stop(Adjust Down) Stop(Adjust Up/Down)
“Stop(Adjust Up)”: The movement is stopped or the slat is adjusted upwards. “Stop(Adjust Down)”: The movement is stopped or the slat is adjusted downwards. “Stop(Adjust Up/Down)”: The movement is stopped or the slats are alternately adjusted upwards and downwards.	

Interval of tele. cyclic send	0 … 2.5 s
This parameter is visible when the “Long button press” parameter is set to “Stop...”. Sets the time interval for the cyclical transmission of a telegram for slat adjustment. 0 = send once.	

13.4. Object table
1

Object no.	Function	Name	Type	DPT	Flag
99, 123, 147, 171	Up/down, Blind	Rocker 1 … 4	1-bit	1,008	C, W, T
1-bit object for transmitting telegrams to move a blind or shutter drive up or down.					

Object no.	Function	Name	Type	DPT	Flag
100, 124, 148, 172	Stop/Adjust, Blind	Rocker 1 … 4	1-bit	1,007	C, W, T
1-bit object for transmitting telegrams to stop a blind or shutter drive or to temporarily adjust the blind slats.					

13.5 Controller extension

Function	Operating mode switch Setpoint adjustment
A controller auxiliary unit can either switch over operating modes or it can change the current room temperature setpoint. The ETS displays additional parameters in accordance with this parameter setting.	

Operating mode on pressing	Comfort mode/Standby mode/Night mode Comfort mode /Standby mode Comfort mode /Night mode Standby mode/Night mode
If the controller auxiliary unit is to be used to switch over the operating mode of the room temperature controller, the auxiliary unit can switch between different operating modes. This parameter is only visible for “Function = operating mode switch”.	

Reaction on operation	Left = previous mode/right = next mode Left = next mode/right = previous mode
This parameter is used to configure the operating mode of the rocker for switching the operating mode. Left = previous mode/right = next mode Left = next mode/right = previous mode Left = previous mode/right = next mode: The left side of the 2-gang rocker switches to the previous mode and the right side switches to the next mode. Left = next mode/right = previous mode: The left side of the 2-gang rocker switches to the next mode and the right side switches to the previous mode. This parameter is only visible for “Function = operating mode switch”.	

Reaction on operation	First to display setpoint First to both execute command & display setpoint
This parameter determines whether, upon first actuation of the button, only the room temperature setpoint is displayed or whether the command is executed at the same time. This parameter is only visible for “Function = setpoint adjustment”.	

Setpoint adjustment	Relative set temperature (DPT 9.002) Relative set temperature (DPT 6.010) Absolute setpoint
This parameter determines the type of setpoint adjustment for the room temperature. The absolute setpoint applies to the absolute adjustment of the room temperature setpoint. For the relative set temperature, the shift is made via the 2-byte communication object “Setpoint adjustment specification” (in accordance with KNX DPT 9.002) or the 1-byte communication object “Setpoint adjustment specification” (in accordance with KNX DPT 6.010). This parameter is only visible for “Function = setpoint adjustment”.	

Rocker operation mode	Left = decrease/right = increase Left = increase/right = decrease
This parameter is used to configure the operating mode of the rocker for temperature setting. Left = decrease/right = increase: The set temperature is decreased with the left side of the 2-gang rocker and increased with the right side. Left = increase/right = decrease: The set temperature is increased with the left side of the 2-gang rocker and decreased with the right side. This parameter is only visible for “Function = setpoint adjustment”.	

Setpoint adjustment step	0.5 K 1 K
With an absolute setting, at a current setpoint temperature of 21°C, the setpoint temperature is changed to 21.5°C by an increase of 0.5 K and transmitted to the bus. Likewise, if the temperature is reduced by 0.5 K, the setpoint temperature is changed to 20.5°C and transmitted to the bus. With the “Relative set temperature (DPT 9.002)” setting, the temperature difference by which the set temperature is shifted up or down when the button is pressed is specified in kelvin. For setpoint adjustment, the controller auxiliary unit uses the two communication objects “Setpoint adjustment specification” and “Current setpoint adjustment status”. The “Current setpoint adjustment status” communication object communicates the current status of the room temperature controller to the auxiliary unit. From this value and the parameter here, the controller auxiliary unit calculates the new step value, which it transmits to the room temperature controller via the “Setpoint adjustment specification” communication object. This parameter is visible if “Relative set temperature (DPT 9.002)” or “Absolute setpoint” is selected for the setpoint adjustment. Sets the step value for setpoint adjustment.	

Step width of the setpoint shift	0.1 K 0.5 K
With the “Relative set temperature (DPT 6.010)” setting, only the direction of the setpoint adjustment is defined at the auxiliary unit. For setpoint adjustment, the controller auxiliary unit uses the two communication objects “Setpoint adjustment specification” and “Current setpoint adjustment status”. The “Current setpoint adjustment status” communication object communicates the current status of the room temperature controller to the auxiliary unit. From this value and the parameter here, the controller auxiliary unit calculates the new step value, which it transmits to the room temperature controller via the “Setpoint adjustment specification” communication object. This parameter is visible if “Relative set temperature (DPT 6.010)” is selected for the setpoint adjustment. Sets the step value for setpoint adjustment.	

Operating mode switchover on long press	Active Inactive
Activates the operating mode switchover with a long button press. The ETS displays additional parameters in accordance with this parameter setting. This parameter is only visible for “Function = setpoint adjustment”.	

Operating mode on pressing	Comfort mode/Standby mode/Night mode Comfort mode /Standby mode Comfort mode /Night mode Standby mode/Night mode
If the controller auxiliary unit is to be used to switch over the operating mode of the room temperature controller, the auxiliary unit can switch between different operating modes. This parameter is only visible for “Function = setpoint adjustment”.	

Reaction on operation	Left = previous mode/right = next mode Left = next mode/right = previous mode
This parameter is used to configure the operating mode of the rocker for switching the operating mode. Left = previous mode/right = next mode Left = next mode/right = previous mode Left = previous mode/right = next mode: The left side of the 2-gang rocker switches to the previous mode and the right side switches to the next mode. Left = next mode/right = previous mode: The left side of the 2-gang rocker switches to the next mode and the right side switches to the previous mode. This parameter is only visible for “Function = setpoint adjustment”.	

Temperature

Initial value when no response in startup	-10 K … 10 K
This parameter is used to set the initial value of the setpoint temperature offset, i.e. the initial value used if no response is received at start-up. This takes place after bus voltage recovery or when download is complete. This parameter is visible when the setpoint adjustment is set to “Relative set temperature (DPT 9.002)” or “Relative set temperature (DPT 6.010)”. Sets the step value for setpoint adjustment.	

Lower setpoint offset	-10 K … 0 K
This parameter can be used to configure the maximum offset when the setpoint temperature offset is reduced (negative offset).	

Lower setpoint offset	-10 K … 0 K
This parameter is visible when the setpoint adjustment is set to “Relative set temperature (DPT 9.002)” or “Relative set temperature (DPT 6.010)”. Sets the step value for setpoint adjustment.	

Upper setpoint offset	0K … 10K
This parameter can be used to configure the maximum offset when the setpoint temperature offset is increased (positive offset). Note: The values must meet the condition “lower setpoint offset < upper setpoint offset”. If this is not the case, they cannot be changed and a red warning message will appear in the ETS. This parameter is visible when the setpoint adjustment is set to “Relative set temperature (DPT 9.002)” or “Relative set temperature (DPT 6.010)”. Sets the step value for setpoint adjustment.	

Initial value when no response in startup	5°C … 37°C
This parameter is used to define the initial value of the room temperature setpoint after restoring the bus voltage or when download is complete, i.e. the initial value used if there is no response at start-up. This parameter is only visible for “Function = setpoint adjustment” and “Setpoint adjustment = absolute setpoint”.	

Lower setpoint limit	5°C … 37°
This parameter can be used to configure the lower range of the room temperature setpoint. This parameter is only visible for “Function = setpoint adjustment” and “Setpoint adjustment = absolute setpoint”.	

Upper setpoint limit	5°C … 37°
This parameter can be used to configure the upper range of the room temperature setpoint. Note: The values must meet the condition “lower setpoint offset < upper setpoint offset”. If this is not the case, they cannot be changed and a red warning message will appear in the ETS. This parameter is only visible for “Function = setpoint adjustment” and “Setpoint adjustment = absolute setpoint”.	

13.5. Object table

1

Object no.	Function	Name	Type	DPT	Flag
99, 123, 147, 171	Current setpoint adjustment	Rocker 1 … 4	2 bytes	9,001	C, T
99, …	Offset setpoint adjustment	Rocker 1 … 4	2 bytes	9,002	C, T
99, …	Offset setpoint adjustment	Rocker 1 … 4	1 byte	6,010	C, T
9.001 Current setpoint adjustment: 2-byte object for transmitting temperature values in °C. 9.002 Setpoint adjustment specification: 2-byte object for specifying a basic setpoint adjustment in kelvin. The value “0” means that no adjustment is active. Values between -670,760 K and 670,760 K can be specified. 6.010 Setpoint adjustment specification: 1-byte object for specifying a basic setpoint adjustment. The value “0” means that no adjustment is active. Values are represented in two’s complement, in either the positive or negative direction.					

Object no.	Function	Name	Type	DPT	Flag
100, 124, 148, 172	Operating mode switchover	Rocker 1 … 4	1 byte	20,102	C, T
1-byte object with which a room temperature controller can be switched between the comfort, standby and night operating modes. This object is only visible when “Function = operating mode switchover” is selected or when the operating mode switchover is activated on a long button press.					

Object no.	Function	Name	Type	DPT	Flag
104, 128, 152, 176	Current temperature setpoint, status	Rocker 1 … 4	2 bytes	9,001	C, W, T
104, …	Offset setpoint adjustment, status	Rocker 1 … 4	2 bytes	9,002	C, W, T
104, …	Current setpoint offset, status	Rocker 1 … 4	1 byte	6,010	C, W, T
9.001 Temperature setpoint status temperature setpoint status: 2-byte object for receiving feedback of the current temperature in °C. 9.002 Current setpoint adjustment status: 2-byte object for receiving feedback of the current basic setpoint adjustment in kelvin. 6.010 Current setpoint adjustment status: 1-byte object for receiving feedback of the current basic setpoint adjustment.					

Object no.	Function	Name	Type	DPT	Flag
105, 129, 153, 177	Operating mode switchover, status	Rocker 1 … 4	1 byte	20,102	C, W, T

Object no.	Function	Name	Type	DPT	Flag
1-byte object with which the operating mode of a room temperature controller can be received. This object is only visible when “Function = operating mode switchover” is selected or when the operating mode switchover is activated on a long button press.					

13.6 Display area

Left/right display area

Indication type	Description only Icon only
This parameter is used to configure the display format for the left or right side of the 2-gang rocker.	

Description (Valid display space is up to 10 small chars)	Max. 10 characters
Inscription for the left or right side of the 2-gang rocker with max. 10 characters. The parameter is visible if, for the “Display” parameter, a display with the option “Text only” is selected.	

Icon	(select appropriate symbol)
Select a symbol for the left or right side of the 2-gang rocker. The parameter is visible if, for the “Display” parameter, a display with the option “Symbol only” is selected. It specifies the symbol for the object value = 1. The symbols are described in the annex, see Overview of symbols/icons [▶ 122].	

Colour of the status display	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, coffee, light orange, Customized colour1 … 5
This parameter is used to configure the colour of the symbol and the text for the left or right side of the 2-gang rocker.	

Central display area

Status source	Via button switch status object Via external status object 1 bit Via external status object 1 byte Via external status object 2 byte Via external status object 2 byte float Via external status object 14 byte Always

This parameter is used to configure the status display for the centre of the 2-gang rocker. Depending on the selected channel function ”switch, dimming, scene auxiliary unit, blind or controller auxiliary unit”, different status sources are available.

Via button switch status object: Status display via the feedback from the “Switching – status” object. Only for “Switching or dimming” channel function.

Via external status object 1 bit: Status display via the feedback of the external 1-bit object “Status source”. Only for channel function “Switch, dimming, scene controller, blind or controller extension”.

Via external status object 1 byte: The status is displayed by comparing the feedback from the external 1-byte object “Status source” with the threshold value. Only for channel function “Switch, dimming, scene controller or blind”.

Via external status object 2 byte: Display of the received integer value of the external 2-byte object “Status source”, e.g. colour temperature. Only for “Dimming” channel function.

Via external status object 2 byte float: Display of the received value of the external 2-byte float object “Status source”, e.g. temperature. Only for channel function “controller extension”.

Via external status object 14 byte: Display of the received string via the external 14-byte object “Status source”. Only for channel function “Switch, dimming or blind”.

Always: The same status is always displayed. Only for channel function “Switch, dimming, scene controller, controller extension”.

Indication type	Description of button Icon only Icon above description of button Icon below description of button Status value Icon above status value Icon below status value Status value above Int.temp Status value below Int.temp

This parameter can be used to configure the display format for the centre of the 2-gang rocker. Depending on the selected channel function (“Switch”, “Dimming”, “Scene controller”, “Blind” or “Controller extension”), different status sources and thus different display options are available.

Description of button: The inscription of the 2-gang rocker is configured via the “Description” parameter (max. 12 characters).

Icon only: A symbol is displayed in the centre of the 2-gang rocker.

Icon above description of button: A symbol and the designation are displayed in the centre of the 2-gang rocker. The symbol is above the designation.

Icon below description of button: A symbol and the designation are displayed in the centre of the 2-gang rocker. The symbol is below the designation.

Status value: The status value (1-byte, 2-byte, 2-byte float) is displayed in the centre of the 2-gang rocker.

Icon above status value: A symbol and the status value (1-byte, 2-byte, 2-byte float) are displayed in the centre of the 2-gang rocker. The symbol is above the status value.

Icon below status value: A symbol and the status value (1-byte, 2-byte or 2-byte float) are displayed in the centre of the 2-gang rocker. The symbol is below the status value.

Status value above Int.temp: The status value and the temperature of the internal temperature sensor are displayed in the centre of the 2-gang rocker. The status value is above the temperature.

Status value below Int.temp: The status value and the temperature of the internal temperature sensor are displayed in the centre of the 2-gang rocker. The status value is below the temperature.

Icon for object value = 1	(select appropriate symbol)

The parameter is visible if one of the options “Internal status object” or “External status object (1-bit)” is selected for the “Status source” parameter.

It specifies the symbol for the object value = 1. The symbols are described in the annex, see Overview of symbols/icons [▶ 122].

Colour for object value = 1	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, coffee, light orange, Customized colour 1 … 5
This parameter is used to configure the colour of the symbol and the text if the value of the status telegram is “1”.	

Icon for object value = 0	(select appropriate symbol)
The parameter is visible if one of the options “Internal status object” or “External status object (1-bit)” is selected for the “Status source” parameter. It specifies the symbol for the object value = 0. The symbols are described in the annex, see Overview of symbols/icons [▶ 122].	

Colour for object value = 0	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, coffee, light orange, Customized colour 1 … 5
This parameter is used to configure the colour of the symbol and the text if the value of the status telegram is “0”.	

Icon for indication	(select appropriate symbol)
The parameter is visible if the “Always visualise or visualise upon button press” or “Symbol ...” options are selected for the “Status source” and “Display” parameters. This parameter determines the symbol for the status display. The symbols are described in the annex, see Overview of symbols/icons [▶ 122].	

Colour for indication	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, coffee, light orange, Customized colour 1 … 5
The parameter is visible if the “Always visualise or visualise upon button press” option is selected for the “Status source” parameter. This parameter is used to configure the colour of the symbol and the text for the status display.	

Object data type	1-byte (0 … 255) 1-byte (0 … 100%)
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter.	

Object data type	1-byte (0 … 255) 1-byte (0 … 100%)
This parameter is used to configure the object data type of the external 1-byte object “Status source” for the status display.	

Threshold compare type	Between the threshold value Equal to the threshold value
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. This parameter is used to configure the threshold value comparison type. The value is either compared to the threshold value (the value is greater or less than the threshold value) or it is the same as the threshold value.	

Number of threshold	1 … 4 1 … 5
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. If the parameter “Type of threshold value comparison” is set to “Between the threshold values”, a maximum of four threshold values can be specified. If the “Type of threshold value comparison” parameter is set to “Is equal to the threshold value”, a maximum of five threshold values can be specified.	

Threshold value x is (x=1~5)	0 … 255 0 … 100%
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. This parameter is used to configure the threshold value. The status display is created by comparing the input value and the threshold value. The options are displayed according to the selected object data type: 0 … 255 / 0 … 100%	

Initial icon is	(select appropriate symbol)
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter and a display with the “Symbol...” option is selected for the “Display” parameter. This parameter determines the symbol that is displayed at the start and when the threshold value is not reached. The symbols are described in the annex, see Overview of symbols/icons [▶ 122].	

Initial colour is	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, coffee, light orange, Customized colour 1 … 5
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. This parameter determines the colour that is displayed at the start and when the threshold is not reached.	

Between the threshold values

Icon is	(select appropriate symbol)
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter and a display with the “Symbol...” option is selected for the “Display” parameter. Depending on the number of threshold value comparisons, a symbol can be specified for the respective comparison. The symbols are described in the annex, see Overview of symbols/icons [▶ 122]. If object value <= threshold value 1 If threshold value 1 < object value <= threshold value 2 If threshold value 2 < object value <= threshold value 3 If threshold value 3 < object value <= threshold value 4 If object value > threshold value 1 to 4 (depending on the number of comparisons)	

Colour is	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, coffee, light orange, Customized colour 1 … 5
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. Depending on the number of threshold comparisons, a colour can be specified for the respective comparison. If object value <= threshold value 1 If threshold value 1 < object value <= threshold value 2 If threshold value 2 < object value <= threshold value 3 If threshold value 3 < object value <= threshold value 4 If object value > threshold value 1 to 4 (depending on the number of comparisons)	

Equal to the threshold value

Icon is	(select appropriate symbol)
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter and a display with the “Symbol...” option is selected for the “Display” parameter. Depending on the number of threshold value comparisons, a symbol can be specified for the respective comparison. The symbols are described in the annex, see Overview of symbols/icons [▶ 122]. If object value = threshold value 1 to 5	

Colour is	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, coffee, light orange, Customized colour 1 … 5
The parameter is only visible if the “External status object (1-byte)” option is selected for the “Status source” parameter. Depending on the number of threshold comparisons, a colour can be specified for the respective comparison. If object value = threshold value 1 to 5 (depending on the number of comparisons)	

Via external status object 2 byte float

Status display unit	Celsius (°C) Fahrenheit (°F) Kelvin (K)
The parameter is only visible if the “External status object (2-byte float)” option is selected for the “Status source” parameter. This parameter is used to set the temperature unit displayed on the screen. The object type is DPT 9.001 Temperature.	

Colour for indication	Foreground (white/black), red, dark green, blue, yellow, orange, purple, grey, pink, cyan blue, cyan, coffee, light orange, Customized colour 1 … 5
This parameter is used to configure the colour of the symbol and the text for the status display.	

13.6. Object table

1

Object no.	Function	Name	Type	DPT	Flag
109, 133, 157, 181	Status indication	Rocker 1 … 4	1-bit	1,001	C, W, T
The object is only visible if the “Status source” parameter is set to “External status object (1-bit)”. 1-bit object for receiving a status telegram for the status display in the value range 0 = off, 1 = on.					

Object no.	Function	Name	Type	DPT	Flag
109, 133, 157, 181	Status indication	Rocker 1 … 4	1 byte	5,001	C, W, T
The object is only visible if the “Status source” parameter is set to “External status object (1-byte)” and the “Object data type” parameter is set to “1–byte (0 … 100%)”. 1-byte object for receiving a status telegram for the status display in the value range from 0 to 100 percent.					

Object no.	Function	Name	Type	DPT	Flag
109, 133, 157, 181	Status indication	Rocker 1 … 4	1 byte	5,010	C, W, T
The object is only visible if the “Status source” parameter is set to “External status object (1-byte)” and the “Object data type” parameter is set to “1-byte (0 … 255)”. 1-byte object for receiving a status telegram for the status display in the value range from 0 to 255.					

Object no.	Function	Name	Type	DPT	Flag
109, 133, 157, 181	Status indication	Rocker 1 … 4	14–byte	16,001	C, W, T
The object is only visible if the “Status source” parameter is set to “External status object (14-byte)”. Using this communication object, a message displayed on the 2-gang rocker can be received from the bus.					

Object no.	Function	Name	Type	DPT	Flag
109, 133, 157, 181	Status indication	Rocker 1 … 4	2–byte	7,600	C, W, T
The object is only visible if the “Status source” parameter is set to “External status object (2-byte)”. The object is used to receive the feedback of the colour temperature status from the bus.					

Object no.	Function	Name	Type	DPT	Flag
109, 133, 157, 181	Status indication	Rocker 1 … 4	2–byte	9,001	C, W, T
The object is only visible if the “Status source” parameter is set to “External status object (2-byte float)”. 2-byte object for receiving feedback of the current temperature in °C.					

13.7 Disable function

Disable function	Active Inactive
This is where the blocking function for rocker 1 … 4 can be enabled. If “active” is selected, the ETS displays further communication objects and other parameters.	

Polarity of disable function	0 = Enable / 1= Disable 0 = Disable / 1 = Enable
The parameter specifies at which blocking object value the blocking function is active.	

Lock Icon indicated when disabled	Small icon Big icon
This parameter can be used to configure the size of the symbol when the button is in the inactive state. If a large symbol is selected, the original symbol is replaced by the lock symbol. If a small symbol is selected, however, both symbols are shown side by side: The lock symbol is a small symbol in the right-hand corner of the original symbol.	

13.7. Object table 1

Object no.	Function	Name	Type	DPT	Flag
98, 122, 146, 170	Disable	Rocker 1 … 4	1-bit	1,003	C, W
The communication object is used to disable or enable the function of rocker 1 … 4.					

14 Annex

14.1 Overview of symbols/icons

Overview of the symbols used in the pushbutton sensor 4.55 Plus:

 Light on

 Light off

 Ceiling light

 Recessed spotlight

 Wall light

 Spotlight

 Chandelier

 Floor lamp

 RGB lamp

 Colour temperature

 LED strips

 General scene 1

 General scene 2

 General scene 3

 Curtain

 Blind (open/close)

 Blind (up/down)

 Blind (with slat)

 Shutter up

 Shutter down

 Open curtain 1

 Close curtain 1

 Open blind 2

 Close blind 2

 Arrow up

 Arrow down

 Plus

 Minus

 Brighter

 Darker

 Come home

 Leave the house


Kitchen


Living room


Welcome


Meeting


Evening meal


Party


Bedroom


Read


Media


Cleaning


Comfort


Standby


Save energy


Frost/heat protection


Wake up


TV


Socket outlet (CN)


Socket outlet (EU)


Socket outlet (CH)


Fan


Door


Power supply


Window 1


Window 2


Alarm


Cooling/heating


Air conditioning


Floor heating


Heating


Ventilation system


Mode


Automatic mode


Heating


Cooling


Dehumidification mode


Update mode


Night mode


Wind direction


Fan speed


Fan off


Fan speed 1


Fan speed 2


Fan speed 3


Fan speed 4


Fan speed 5


Fan speed auto


Music


Play

Pause


Volume +


Volume -


Previous track


Next track


Random playback


Play playlist


Repeat playlist


Playlist


Motion detector


ON


OFF


Open


Close


Switch on/off


Unlock


Lock


Stop charging process


Charging


Cancel mute function


Mute


Day

	List
	Text
	Message
	Setting
	Room temperature
	Timer
	Children’s room
	Cloakroom
	Office
	CO_2
	Temperature
	Humidity
	Brightness
	Wind speed
	Rain
	Current
	Voltage
	Electricity meter

15 Contact

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