

**01580-01581-01582-01585-01586-01587**

Button-operated home automation control equipment, KNX standard



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## General features

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### 1. General features

The new KNX home automation control equipment represents the evolution of control devices used until now, offering new functions combined with the optimization of the range guaranteeing flexibility and easy installation.

The new home automation control equipment stands out for:

- a renewed design, with RGB backlighting;
- control of short, long and timed button press;
- single code for the three series, Eikon, Arkè and Plana (the button covers of the chosen residential series are then mounted on the device);
- three types of device (push button, push button with relay actuator, push button but roller shutter/slat actuator) to save space in the consumer unit, when using controls with actuators;
- two different modularities (2 and 3 modules) for fully flexible installation;
- 4 activations for 2-module devices (4 push buttons);
- 6 activations for 3-module devices (6 push buttons);
- RGB LED with adjustable brightness (location in the dark/night function), colour coordinated with the thermostats;
- less space in the flush mounting box for more practical wiring;
- requires the application of the new button covers in the 1 or 2 module versions, with a set of differentiated symbols for each series and finish, not compatible with the previously available controls.

## Devices

### 2. Devices

**01580** - Home automation control module with four push buttons, KNX standard, RGB LED location in the dark with brightness control, to be completed with interchangeable half-buttons: 1 or 2 module Eikon, 2 module Arké or Plana.

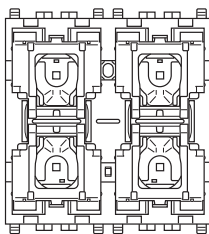
**01581** - Home automation control module with four push buttons and actuator with N/O relay output 16 A 120-240 V~ 50/60 Hz, KNX standard, RGB LED location in the dark with brightness control, to be completed with interchangeable half-buttons: 1 or 2 module Eikon, 2 module Arké or Plana.

**01582** - Home automation control module with four push buttons and actuator for 1 roller shutter with slat tilt function with change-over relay output for cos  $\phi$  motor 0.6 2 A 120-240 V~ 50/60 Hz, KNX standard, RGB LED location in the dark with brightness control, to be completed with interchangeable half-buttons: 1 or 2 module Eikon, 2 module Arké or Plana.

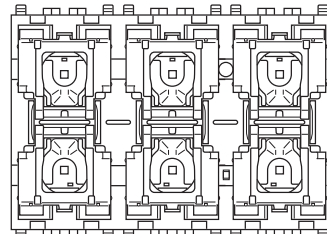
**01585** - Home automation control module with six push buttons, KNX standard, RGB LED location in the dark with brightness control, to be completed with interchangeable half-buttons: 1 or 2 module Eikon, 3 module Arké or Plana.

**01586** - Home automation control module with six push buttons and actuator with N/O relay output 16 A 120-240 V~ 50/60 Hz, KNX standard, RGB LED location in the dark with brightness control, to be completed with interchangeable half-buttons: 1 or 2 module Eikon, 3 module Arké or Plana.

**01587** - Home automation control module with four push buttons and relay for 1 shutter actuator with slat tilt function with change-over relay output for cos  $\phi$  motor 0.6 2 A 120-240 V~ 50/60 Hz, KNX standard, RGB LED location in the dark with brightness control, to be completed with interchangeable half-buttons: 1 or 2 module Eikon, 3 module Arké or Plana.



01580 - 01581 - 01582



01585 - 01586 - 01587

### General features

The devices are equipped with four or six independent buttons that can be used for switching ON/OFF, controlling roller shutters and adjusting lights; moreover:

- articles 01581 and 01586 are equipped with a lighting control actuator;
- articles 01582 and 01587 are equipped with a roller shutter actuator.

### Function

The push buttons can be used in two different modes:

- Functions with independent push buttons:
  - Send ON, send OFF, timed ON, forced ON, forced OFF.
  - ON and OFF switch on the up and down side.
  - Call up one or two scenarios respectively for a short and long press, scenario saving.
  - Sending of one or two values respectively for short and long press.
  - Dimmer control.
  - Toggle.
  - Roller shutter control.
- Functions with 2 associated channels:
  - ON/OFF switch.
  - Dimmer control.
  - Roller shutter control.

The actuator output can be used in two different modes:

- Switch (on and off using the bus controls and according to the parameters set during configuration).
- Stair light (on with timer).

The roller shutter output can be used in two different modes:

- Roller shutter.
- Venetian blind (with slat control).

### Behaviour after bus power on/off

The relative parameters for bus on/off behaviour can only be set for the actuator output.

### Behaviour after reset

As for bus on.

### Scenarios

Scenarios numbered 1 to 64 on the bus will have a value from 0 to 63.

## ETS parameters and communication objects

### 3. ETS parameters and communication objects

#### PUSH BUTTON AND SWITCH FUNCTIONAL BLOCKS

##### List of existing communication objects and standard settings

No.	ETS name	Function	Description	Length	Flag 1				
					C	R	W	T	U
2 KEY MODE									
0	Upper key	Send value	(if set as "Pushbutton" and the " <i>Switching one object</i> " function or the " <i>Toggle object</i> " function is selected) - to send " <i>On/Off/Timed on</i> " messages. If used in Toggle-object mode, also associate the button's "On/Off state" datapoint in the same group as this object. For Toggle object mode, it is possible to select two different messages for the short and long press.	1 bit	X	X		X	
0	Upper key	Send forced	(if set to "Pushbutton" and the " <i>Switching 2 objects</i> " function) to send one of the selectable forcing functions as "Force On/Force Off/Force disable"	2 bit	X	X		X	
0	Upper key	Send value - rising	(if set to "Pushbutton" mode and " <i>Switching 2 objects</i> " function) to send one of the selectable "On/Off on rising edge" functions (button pressing)	1 bit	X	X		X	
0	Upper key	scene	(if set as "Push button" and "scenario" function) to activate one scenario per short press. For a long press, it is possible to select whether to save or call up a second scenario according to which parameter is set.	1 byte	X	X		X	
0	Upper key	send value	(If set as "Push button" and "Send value" function) to send two values that can be set between 0 and 255 for a short and long press	1 byte	X	X		X	
0	Upper key	Dimming On/Off	(if set as "Pushbutton" and " <i>Single key dimming</i> " function) to turn a dimmed light On/Off	1 bit	X	X		X	
0	Keys	On/Off	(if set as "Switch" and the " <i>On/Off</i> " function is selected) - to send " <i>On/Off</i> " messages pressing respectively the top/bottom or bottom/top part (direction set by the parameter) on the double push button	1 bit	X	X		X	
0	Keys	Dimming On/Off	(if set as "Switch" and " <i>Dimming</i> " function) to control a dimmed light. It is possible to set the parameter to invert the switch controls.	1 bit	X	X		X	
0	Keys	Roller shutter Up/Down	(if set as "Switch" and " <i>Roller shutter</i> " function) to move a roller shutter. It is possible to set the parameter to invert the switch controls.	1 bit	X	X		X	
1	Upper key	Dimming	(if set as "Pushbutton" and " <i>Single key dimming</i> " function) to control a dimmed light	4 bit	X	X		X	
1	Upper key	Send value - down	(if set to "Pushbutton" mode and " <i>Switching 2 objects</i> " function) to send one of the selectable "On/Off on lowering edge" functions (button releasing)	1 bit	X	X		X	
1	Keys	Dimming	(if set as "Switch" and " <i>Dimming</i> " function) to control a dimmed light	4 bit	X	X		X	
1	Keys	Venetian blinds On/Off	(if set as "Switch" and " <i>Roller shutter</i> " function) to stop a roller shutter or the slat movement	1 bit	X	X		X	
2	Upper key	On/Off state	(if set as "Push button" and the " <i>Single key dimming</i> " or " <i>Toggle object</i> " function is selected) to receive the On/Off state of the associated load	1 bit	X		X		X
3	Upper LED	State	To display an ON or OFF state on the LED with a colour (red, green, blue, amber, white, cyan, magenta, RGB custom triple) and the type selected in the configuration (maximum brightness, medium brightness, minimum brightness, OFF, fast blink, slow blink)	1 bit	X		X		X
4	Lower key	Send value	(if set as "Pushbutton" and the " <i>Switching one object</i> " function or the " <i>Toggle object</i> " function is selected) - to send " <i>On/Off/Timed on</i> " messages. If used in Toggle-object mode, also associate the button's "On/Off state" datapoint in the same group as this object. For Toggle object mode, it is possible to select two different messages for the short and long press.	1 bit	X	X		X	
4	Lower key	Send forced	(if set to "Pushbutton" and the " <i>Switching 2 objects</i> " function) to send one of the selectable forcing functions as "Force On/Force Off/Force disable"	2 bit	X	X		X	
4	Lower key	Send value - rising	(if set to "Pushbutton" mode and " <i>Switching 2 objects</i> " function) to send one of the selectable "On/Off on rising edge" functions (button pressing)	1 bit	X	X		X	
4	Lower key	Scene	(if set as "Push button" and "scenario" function) to activate one scenario per short press. For a long press, it is possible to select whether to save or call up a second scenario according to which parameter is set.	1 byte	X	X		X	

Continues

C = Communication; R = Read; W = Write; T = Transmission; U = Enable update

## ETS parameters and communication objects

Continued

No.	ETS name	Function	Description	Length	Flag 1				
					C	R	W	T	U
4	Lower key	Send value	(If set as "Push button" and "Send value" function) to send two values that can be set between 0 and 255 for a short and long press	1 byte	X	X		X	
4	Lower key	Dimming On/Off	(if set as "Pushbutton" and "Single key dimming" function) to turn a dimmed light On/Off	1 bit	X	X		X	
5	Lower key	Send value - down	(if set to "Pushbutton" mode and "Switching 2 objects" function) to send one of the selectable "On/Off on lowering edge" functions (button releasing)	1 bit	X	X		X	
5	Lower key	Dimming	(if set as "Pushbutton" mode and "Single key dimming" function) to control a dimmed light	4 bit	X	X		X	
5	Lower key	Venetian blinds/Stop	(if set as "Push button" and "Single button roller shutter control" function) to stop the roller shutter or move the slats	1 bit	X	X		X	
6	Lower key	On/Off state	(if set as "Push button" and the "Single key dimming" or "Toggle object" function is selected) to receive the On/Off state of the associated load	1 bit	X		X		X
7	Lower LED	State	To display an ON or OFF state on the LED with a colour (red, green, blue, amber, white, cyan, magenta, RGB custom triple) and the type selected in the configuration (maximum brightness, medium brightness, minimum brightness, OFF, fast blink, slow blink)	1 bit	X		X		X

C = Communication; R = Read; W = Write; T = Transmission; U = Enable update

Number of communication objects	Max. number of group addresses	Max. number of associations
8	254	255

## ETS parameters and communication objects

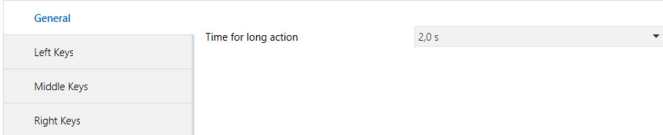
### Reference ETS parameters

#### General

The device can be used in "pushbutton" mode, completed with 1-module interchangeable buttons (e.g. 20751) and using the 4 keys associated with 4 different functions separately (push button function), or by associating the top/bottom keys of the left or right side to a single function (switch function).

#### General parameters

ETS text	Available values [Default value]	Comment
Debounce time	50...500 ms [100]	Time during which the command ignores any state change (minimum pressing time)
Time for long action [s]	1...30 s [2]	Minimum press time to perform the action associated with a long press



General settings

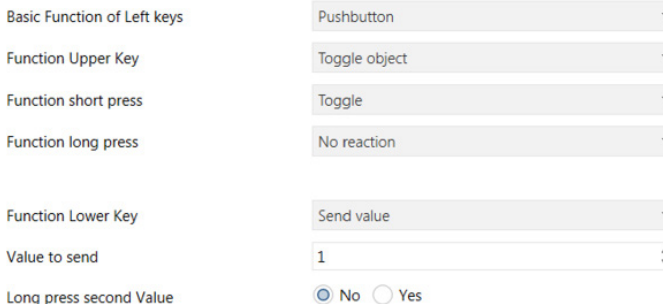
#### PUSHBUTTON mode

Each button can work as a push button.

The parameter configuration is shown in the table below.

#### Key parameter configuration

ETS text	Available values [Default value]	Comment
Basic button function dei tasti	0 = deactivated 1 = button 2 = switch [0]	"Button" can be associated with various uses, "Switch" performs only On/Off, Dimmer, Roller shutters
Function	255=disabled 0 = switching one object 1 = switching two objects 2 = scene 3 = value to send 4 = single key dimming 5 = toggle object 6 = single button roller shutter control [255]	Identical for top and bottom (left, right and, where present, central) buttons



Left button configuration



## ETS parameters and communication objects

Let's look in detail at the **functions that can be associated** with the key when it is set as **"Push button"**.

### "1 object switching" parameters

ETS text	Available values [Default value]	Comment
Value to send	0 = send On	
	1 = send Off	
	2 = timed On	
	3 = forced On	
	4 = forced Off	
	5 = disable force	
	[0]	
Time in seconds	1...32000 s	Only if timed
	[30]	

Basic Function of Left keys: Pushbutton

Function Upper Key: Switching one object

Send Value: send On

Function Lower Key: send On

Value to send: send On

Long press second Value: forced disable

"One object switching" parameter

### "2 object switching" parameters

To obtain a "Bell" On/Off and Off/On function.

ETS text	Available values [Default value]	Comment
Value on rising edge	0 = send Off 1 = send On [1]	On pressing the button it will send On or Off
Value on falling edge	0 = send Off 1 = send On [0]	On releasing the button it will send On or Off

Basic Function of Left keys: Pushbutton

Function Upper Key: Switching two objects

Value on Rising Edge: Off

Value on Falling Edge: Off

"Two object switching" parameter

### "Scene" parameter

A scenario can be activated or saved.

ETS text	Available values [Default value]	Comment
Scenario No.	1-64 [1]	
Long press function	0 = no action 1 = save scene 2 = call up another scene [0]	If enabled, a long push button press saves a scenario in the bus or calls up another scenario
Scenario for long press	1-64 [1]	Scenario number called up with long press

Basic Function of Left keys: Pushbutton

Function Upper Key: Scene

Scene No: 1

Long press Function: Nothing

"Scene" parameter

### "Send value" parameter

To send a value 0÷255 on a long and short push button press.

ETS text	Available values [Default value]	Comment
Value to send	0÷255	Sends a value between "0" and "255" over the bus on pressing the button
Enable second value on long press	Yes No [No]	To enable a second value to send by a long press
Value to send	0÷255	Sends a value between "0" and "255" over the bus on a long push button press

Basic Function of Left keys: Pushbutton

Function Upper Key: Send value

Value to send: 1

Long press second Value: No

Value to send: 1

"Send value" parameter

## ETS parameters and communication objects

### "Single key dimming" parameter

Controls a dimmer with a single key.

ETS text	Available values [Default value]	Comment
Dimming step	1.5....100% [100%]	Sets dimming speed
Repeat dimming telegrams	0 = No 1 = Yes [0]	Sets dimming mode (continuous or step-by-step)
Repetition time ripetizione	0.3...5 s [1.0 s]	Control message repetition time

Basic Function of Left keys	Pushbutton
Function Upper Key	Single Key Dimming
Dimming steps	100%
Repeat Dimming Telegrams	<input type="radio"/> No <input checked="" type="radio"/> Yes
Repetition time	1.0 s

"Single key dimming" parameters

### "Toggle object" parameter

To send cyclical On/Off messages with button.

ETS text	Available values [Default value]	Comment
Button function	Toggle object	On/Off/On etc. will be sent in sequence with each press of the button. BOTH the "Send value" control object and the button "State" object must be associated with the group
Function short press	No reaction	Possibility to choose the message to send for a short press of the push button
	On	
	Off	
	Toggle [Toggle]	
Function long press	No reaction	Possibility to choose the message to send for a long press of the push button
	On	
	Off	
	Toggle [No reaction]	

Basic Function of Left keys	Pushbutton
Function Upper Key	Toggle object
Function short press	Toggle
Function long press	No reaction

"Toggle object" parameters

### "Single button roller shutter control" parameter

Controls a roller shutter a single button.

ETS text	Available values [Default value]	Comment
Roller shutter behaviour	Roller shutter up (long press), stop/step (short press)	Possibility to choose the behaviour for a short and long press
	Roller shutter down (long press), stop/step (short press)	
	Roller shutter toggle movement (long press), stop/step (short press)	
	Roller shutter up (short press), stop/step (long press)	
	Roller shutter down (short press), stop/step (long press)	
	Roller shutter toggle movement (short press), stop/step (long press)	
	[Roller shutter up (long press), stop/step (short press)]	

Basic Function of Left keys	Pushbutton
Function Upper Key	Single Key Shutter
Shutter Behaviour	Shutter Movement UP (long), Stop/Step(short)
Send stop on Release	<input type="radio"/> No <input checked="" type="radio"/> Yes

"Single button roller shutter control" parameters

ETS text	Available values [Default value]	Comment
Stop Sending on release	0 = No	Possibility to choose whether to send the stop when the push button is released
	1 = Yes	
	[0]	

## ETS parameters and communication objects

Let's look in detail at the **functions that can be associated** with the key when it is set as **"Switch"**.

### "Switch" parameter configuration

For relay controls, dimmers, roller shutters with two push buttons acting as a switch.

ETS text	Available values [Default value]	Comment
Function	0 = on/off	
	1 = dimming	
	2 = shutters	
	[0]	
Direction	Switching On/Off	Possibility to choose the direction of the switch
	Switch Off/On	
	[Switching On/Off]	

Basic Function of Left keys Switch

Function disabled

Direction Switching ON/OFF Switching OFF/ON

"Switch" parameters

### "Dimming" parameter

ETS text	Available values [Default value]	Comment
Dimming step	0...100% [100%]	Sets dimming adjusting
Direction	Brighter/Darker	Possibility to choose the direction of the switch
	Darker/Brighter	
	[Brighter/Darker]	

Basic Function of Left keys Switch

Function Dimming

Direction Brighter/Darker Darker/Brighter

Dimming steps 100%

"Dimming" parameters

### "Roller shutter control" parameter

ETS text	Available values [Default value]	Comment
Function	Roller shutter movement (long press), Stop/Step (short press)	Possibility to choose the behaviour for a short and long press
	Roller shutter movement (short press), Stop/Step (long press)	
	[Roller shutter movement (long press), Stop/Step (short press)]	
Function for pressing the switch	Roller shutter movement (long press), Stop/Step (short press)	Possibility to choose the behaviour for a short and long press
	Roller shutter movement (short press), Stop/Step (long press)	
	[Roller shutter movement (long press), Stop/Step (short press)]	
Stop Sending on release	0 = No	Possibility to choose whether to send the stop when the push button is released
	1 = Yes	
	[0]	
Direction	Press upper button for roller shutter up, press lower button for roller shutter down	Possibility to choose the direction of the switch
	Press upper button for roller shutter down, press lower button for roller shutter up	
	[Press upper button for roller shutter up, press lower button for roller shutter down]	

Basic Function of Left keys Switch

Function Shutters

Functionality for rocker press Shutter Movement (long), Stop/Step(short) Shutter Movement (short), Stop/Step(long)

Send stop on Release No Yes

Direction Shutter\_UP pressing up, Shutter\_DOWN pressi... Shutter\_DOWN pressing up, Shutter\_UP pressi...

"Roller shutter control" parameters

### LED

#### LED parameters

ETS text	Available values [Default value]	Comment
Select upper/lower LH, RH or central colour	Default colours	Possibility to choose between standard colours or the user's RGB setting
	Custom colours	
	[Default colours]	

Select colour of Left upper LED

- ☒ predefined colours  
☐ custom colours

Colour of Left upper LED

Red (R 255, G 0, B 0)

LED parameters

#### "Custom colours" parameter

Used to set a different colour to those in the default list.

ETS text	Available values [Default value]	Comment
Red, green, blue (for each LED)	0....255	Possibility to choose a user RGB setting for the LED colour
	[128]	

Colour red Left upper LED

128

Colour green Left upper LED

128

Colour blue Left upper LED

128

"Custom colours" parameters

#### "LED brightness" parameter

Used to set the state of each LED according to the related object value.

ETS text	Available values [Default value]	Comment
Reaction on On	Maximum brightness	Possibility to choose the LED behaviour when the related object is On
	Medium brightness	
	Minimum brightness	
	Off	
	Fast blink	
	Slow blink	
	[Maximum brightness]	
Reaction on Off	Maximum brightness	Possibility to choose the LED behaviour when the related object is Off
	Medium brightness	
	Minimum brightness	
	Off	
	Fast blink	
	Slow blink	
	[Maximum brightness]	

Reaction on Left upper LED

Maximum brightness

Reaction off Left upper LED

Off

"LED brightness" parameters

## ETS parameters and communication objects

### ACTUATOR FUNCTIONAL BLOCK

#### List of existing communication objects and standard settings

Number	ETS name	ETS function	Description	Length	Flag				
					C	R	W	T	U
0	Out	On/Off	(If the output is configured as "Switch") to switch the output On/Off	1 bit	X		X		
1	Out	Stair light	(If the output is configured as "Stair light") to control the output with timer	1 bit	X		X		
2	Out	Block	(If the Out 1 "Block" parameter is activated with "Block" function) to inhibit the Output command from the bus	1 bit	X		X		
3	Out	Force	(If the Out-1 "Block" parameter is activated with "Forcing" function) to force output to ON/Off from the bus	2 bit	X		X		
4	Out	Scene	(If the output "Scenario" parameter is activated), to activate and save a scenario associated with the output (if the parameter is active)	1 byte	X		X		
5	Out	State	(If the output is configured as "Switch" or "Stair light") to know the state of the output	1 bit	X	X		X	
6	Out	Logic 1	(If "1/2-object logic" is activated on the output) if a bit = 1 is sent to this object the output will be activated when the "On/Off" object and the "Logic-2" object, if present, are also activated (depending on the And/Or conditions that are managed on these objects)	1 bit	X		X		
7	Out	Logic 2	(If "1/2-object logic" is activated on the output) if a bit = 1 is sent to this object the output will be activated when the "On/Off" object and the "Logic 1" object are also activated (depending on the And/Or conditions that are managed on these objects)	1 bit	X		X		

C = Communication; R = Read; W = Write; T = Transmission; U = Enable update

#### Standard settings of communication objects

##### Communication objects: default settings

Number	ETS name	ETS function	Length	Priority	Flag				
					C	R	W	T	U
0	Output A	Switch on/off	1 bit	Low	X		X		
1	Output A	Stair light (monostable Out)	1 bit	Low	X		X		
2	Output A	Block	1 bit	Low	X		X		
3	Output A	Forced	2 bit	Low	X		X		
4	Output A	Scene	1 byte	Low	X		X		
5	Output A	State	1 bit	Low	X	X		X	
6	Output A	Logic 1	1 bit	Low	X		X		
7	Output A	Logic 2	1 bit	Low	X		X		

C = Communication; R = Read; W = Write; T = Transmission; U = Enable update

Number of communication objects	Max. number of group addresses	Max. number of associations
8	254	255

## ETS parameters and communication objects

### Reference ETS parameters

### Output configuration

#### Parameter configuration

ETS text	Available values [Default value]	Comment
Output	0: inactive	Stair light = monostable output
	1: Switch	
	2: Stair light	
	[0]	

### Output: switch

#### Parameter configuration

Output configured as a switch.

ETS text	Available values [Default value]	Comment
Type	0=normally open 1=normally closed [0]	
On delay	0...30000 s [0]	On delay in seconds
Off delay	0...30000 s [0]	Off delay in seconds
Block/Forced	0=Nothing 1=Blocked 2=Forced [0]	To block and force the output from the Bus. If the bus is switched off the block/force state is lost and then when the bus is switched back on the actuator follows the "Behaviour at Bus power up" parameter.
State at the beginning of the Block state	0=Off 1=On 2=no change [2]	If block active
State at the end of the block state	0=Off 1=On 2=no change [2]	If block active
Behaviour at bus power up	0=Off 1=On 2=no change [2]	After downloading the application via ETS, the actuator follows this parameter request and switches to OFF, ON or maintains the state saved when the Bus was last switched off.
Behaviour at bus power down	0=Off 1=On 2=no change [2]	
Logic function	0=inactive 1=with one object 2=with two objects [0]	To enable logics (And/Or) with one or two objects
Logic operation	0=OR 1=AND [0]	If "Logic function" active
Scene	0=inactive 1 = active [0]	Scenario activation If active, an additional page is displayed (see Output, secondary element scene)

### Output

☒ Switch ☐ Staircase

#### Output configuration

On Delay [s]

Off Delay [s]

Block / Forced

Block

State at the beginning of the Block state

no change

State at the end of the Block state

no change

Behaviour at bus power down

no change

Behaviour at bus power up

no change

Logic function

with two Objects

Logic operation

☒ OR
☐ AND

Scene

☐ not active
☒ active

#### Switch parameters

### Note.

*Two-object switching (Logic 1 and Logic 2):* a group is created for each "Logic X" object and a group for the "Output Command" object. The And/Or mode will be applied between the command group and the two logics (for example with "And" mode, to activate the output, both Logic 1 and Logic 2 and the Output command must be at 1).

## ETS parameters and communication objects

### Output, secondary element scene

8 scenario saving options are available for each output. Each record must be assigned to the value.

### Scenario parameters (8 scenarios)

ETS text	Available values [Default value]	Comment
Enable save scene	0=blocked	The "Enable scenario learn" function is used to save the state linked to a scenario via a Bus message (scenario learn)
	1=free	
	[0]	
Scenario A	0=Off	
	1=On	
	[0]	
Scenario B	0=Off	
	1=On	
	[0]	
Scenario C	0=Off	
	1=On	
	[0]	
Scenario D	0=Off	
	1=On	
	[0]	
Scenario E	0=Off	
	1=On	
	[0]	
Scenario F	0=Off	
	1=On	
	[0]	
Scenario G	0=Off	
	1=On	
	[0]	
Scenario H	0=Off	
	1=On	
	[0]	

### Scene saving enable

☐ blocked ☒ free

### Scene A

☐ off ☒ on

### Scene B

☐ off ☒ on

### Scene C

☐ off ☒ on

### Scene D

☐ off ☒ on

### Scene E

☐ off ☒ on

### Scene F

☐ off ☒ on

### Scene G

☐ off ☒ on

### Scene H

☐ off ☒ on

Scenario parameters

## ETS parameters and communication objects

### Output, timed staircase light

If the output is configured as a stair light, the following parameters are visible:

#### Stair light parameters (monostable output control)

ETS text	Available values [Default value]	Comment
Type	0=normally open 1=normally closed [0]	
Light time staircase [s]	0... 30000 [120]	Output activation time
Off OFF	0=inactive 1=active [0]	Possibility to select a warning for the next light off
Duration duration [s]	0... 30000 [1]	If "Off warning" active: after setting a "warning time" and a "prewarning time", when the relay deactivates after the set "stair light time", it remains Off for a time equal to the "Warning time" and then deactivates for a time equal to the "Prewarning time"
Prewarning time [s]	0... 30000 [10]	Duration of warning (if "Switch off warning" active). Three times will be added. After setting a "warning time" and a "prewarning time", when the relay deactivates after the set "stair light time", it remains Off for a time equal to the "warning time" and then deactivates for a time equal to the "prewarning time"
Manual switch off	0=inactive 1=active [0]	Possibility to decide if an Off request when activating the output is managed or not
Behaviour during the block	0=Off 1=On 2=no change [2]	If block active. If the bus is switched off the block/force state is lost and then when the bus is switched back on the actuator follows the "Behaviour at Bus power up" parameter.
Behaviour if not blocked	0=Off 1=On 2=no change [2]	If block active. <b>Caution:</b> if at the end of the block the output needs to be actuated to return it to rest mode, an ON must be sent to the "Stair light" object, waiting for the "Stair light time" or an OFF must be sent to the "Stair light" object (OFF only works if the "Manual off" parameter is active).
Behaviour at bus power up	0=Off 1=On 2=no change [2]	<b>Note 1:</b> in cases 0 and 1, if the output is active, as per the block state described in the previous parameter to disable the output send an OFF or an ON and wait for the "Stair light time". <b>Note 2:</b> After downloading the application via ETS, the actuator follows this parameter request and switches to OFF, ON or maintains the state saved when the Bus was last switched off.
Behaviour at bus power down	0=Off 1=On 2=no change [2]	

Type

☒ normally open ☐ normally closed

Time staircase [s]

120

Switch off warning

☐ not active ☒ active

Prewarning Duration [s]

10

Warning Duration [s]

1

Manual Switch Off

☒ not active ☐ active

Behaviour when blocked

no change

Behaviour when unblocked

no change

Behaviour at bus power down

no change

Behaviour at bus power up

no change

Stair light parameters



## ETS parameters and communication objects

### ROLLER SHUTTER ACTUATOR FUNCTIONAL BLOCK

#### List of existing communication objects and standard settings

Number	ETS name	ETS function	Description	Length	Flag 1				
					C	R	W	T	U
0	Automatic	Automatic Position 1	(if the "Automatic Function" parameter is activated) - for automatic control of this output object which can call up specific positions similar to scenarios	1 bit	X		X		
1	Automatic	Automatic Position 2		1 bit	X		X		
2	Automatic	Automatic Position 3		1 bit	X		X		
3	Automatic	Automatic Position 4		1 bit	X		X		
4	Out	Roller shutter up/down	(if the output is enabled as "Venetian Blinds" or "Roller shutters") to operate the blinds/shutters	1 bit	X		X		
5	Out	Venetian blinds up/down/stop	(if the output is enabled as "Venetian Blinds") to rotate/stop the slats	1 bit	X		X		
6	Out	Stop	(if the output is enabled as "Shutters") to stop the shutters	1 bit	X		X		
7	Out	Scene	(if the output is enabled as "Venetian blinds" or as "Roller shutters" and the "Scene" parameter) to call up scenarios from the bus	1 byte	X		X		
8	Out	Act. direction	(if the output is enabled as "Venetian blinds" or as "Roller shutters" and the "Select objects for absolute position" parameter) - Read-only datapoint, indicates the direction in which the shutter is moving (0 = up, 1 = down)	1 bit	X	X		X	
9	Out	Move	(if the output is enabled as "Venetian blind" or "Roller shutter") - Object indicating if the roller shutter is moving	1 bit	X	X		X	
10	Out	Absolute Position	(if the output is enabled as "Venetian blinds" or as "Roller shutters" and the "Select objects for absolute position" parameter) to set the position of the shutters (0% = fully up, 100% = fully down) from a supervisor	1 byte	X		X		
11	Out	Abs. position of the Venetian blinds	(if the output is enabled as "Venetian blinds" and the "Select objects for absolute position" parameter) to set the position of the blinds (0% = fully up, 100% = fully down) from a supervisor	1 byte	X		X		
12	Out	Actual Position	(if the output is enabled as "Venetian blinds" or as "Roller shutters" and the "Select objects for absolute position" parameter) to know the actual position of the shutters	1 byte	X	X		X	
13	Out	Actual position of the Venetian blinds	(if the output is enabled as "Venetian blinds" and the "Select objects for absolute position" parameter) to know the actual position of the blinds	1 byte	X	X		X	
14	Out	Actual position Valid	(if the output is enabled as "Venetian blinds" or as "Roller shutters" and the "Select objects for absolute position" parameter) to know if the height of the roller shutters or Venetian blinds is within the valid range	1 bit	X	X		X	
15	Out	Drive to reference	(if the output is enabled as "Venetian blinds" or as "Roller shutters" and the "Select objects for absolute position" parameter) - Datapoint that serves to move the shutter Up/Down: sends to the bus a bit: 1 to raise or a bit=0 to lower)	1 bit	X		X		
16	Out	Drive to limit	(if the output is enabled as "Venetian blinds" and the "Driving Area - limit" parameter) - Datapoint used to move the roller shutter Up/Down: it sends to the bus a bit = 1 for up or a bit = 0 for down (Datapoint used to move the roller shutter up/down: sends to the Bus a Bit=1 for up or a Bit=0 for down)	1 bit	X		X		
17	Out	Upper position state	(if the output is enabled as "Venetian blinds" or as "Roller shutters" and the "Select objects for absolute position" parameter) the device sends a 1 bit when the upper limit stop is reached	1 bit	X	X		X	
18	Out	Lower position state	(if the output is enabled as "Venetian blinds" or as "Roller shutters" and the "Select objects for absolute position" parameter) the device sends a 1 bit when the lower limit stop is reached	1 bit	X	X		X	
19	Out	Block automatic mode	(if the output is activated as "Venetian blinds" or as "Roller shutters" and the "Automatic function" parameter is activated) - to enable/disable automatic operation (rain, wind, etc.)	1 bit	X		X		
21	Out	Wind alert	(if the output is activated as "Venetian blinds" or as "Roller shutter" and the "Alert" and "Wind Alert" parameters are activated together) to move the shutter/blind to the position set for this kind of warning in the dedicated parameters	1 bit	X		X		
22	Out	Rain Alert	(if the output is activated as "Venetian blinds" or as "Roller shutter" and the "Alert" and "Rain Alert" parameters are activated together) to move the shutter/blind to the position set for this kind of warning in the dedicated parameters	1 bit	X		X		
23	Out	Frost Alert	(if the output is activated as "Venetian blinds" or as "Roller shutter" and the "Alert" and "Frost Alert" parameters are activated together) to move the shutter/blind to the position set for this kind of warning in the dedicated parameters	1 bit	X		X		
24	Out	Block	(if the output is activated as "Venetian blinds" or as "Roller shutters" and the "Warning" and "Block" parameters are activated together) to block with a "1" bit the shutter at the limit stop (upper or lower according to the parameters)	1 bit	X		X		

C = Communication; R = Read; W = Write; T = Transmission; U = Enable update

Number of communication objects	Max. number of group addresses	Max. number of associations
24	254	255

## ETS parameters and communication objects

### Standard settings of communication objects

Number	ETS name	ETS function	Length	Priority	Flag 1				
					C	R	W	T	U
0	Automatic	Automatic Position 1	1 bit	Low	C	0	W	0	0
1	Automatic	Automatic Position 2	1 bit	Low	C	0	W	0	0
2	Automatic	Automatic Position 3	1 bit	Low	C	0	W	0	0
3	Automatic	Automatic Position 4	1 bit	Low	C	0	W	0	0
4	Out	Roller shutter Up/Down	1 bit	Low	C	0	W	0	0
5	Out	Venetian blinds Up/Down/Stop	1 bit	Low	C	0	W	0	0
6	Out	Stop	1 bit	Low	C	0	W	0	0
7	Out	Scene	8 bit	Low	C	0	W	0	0
8	Out	Actual direction	1 bit	Low	C	R	0	T	0
9	Out	Move	1 bit	Low	C	R	W	T	0
10	Out	Position (absolute)	8 bit	Low	C	0	W	0	0
11	Out	Absolute position of Venetian blinds	8 bit	Low	C	0	W	0	0
12	Out	Position (actual)	8 bit	Low	C	R	0	T	0
13	Out	Actual position of Venetian blinds	8 bit	Low	C	R	0	T	0
14	Out	Actual position valid	1 bit	Low	C	R	0	T	0
15	Out	Drive to reference	1 bit	Low	C	0	W	0	0
16	Out	Drive to limit	1 bit	Low	C	0	W	0	0
17	Out	Upper position state	1 bit	Low	C	R	0	T	0
18	Out	Lower position state	1 bit	Low	C	R	0	T	0
19	Out	Block automatic mode	1 bit	Low	C	0	W	0	0
21	Out	Alert (Wind)	1 bit	Low	C	0	W	0	0
22	Out	Alert (Rain)	1 bit	Low	C	0	W	0	0
23	Out	Alert (Frost)	1 bit	Low	C	0	W	0	0
24	Out	Block	1 bit	Low	C	0	W	0	0

C = Communication; R = Read; W = Write; T = Transmission; U = Enable update

### Reference ETS parameters

#### Configuration

The following parameters are exclusive.

#### General parameters

ETS text	Available values [Default value]	Comment
Output type	255=inactive	Choose whether the output controls slat type Venetian blinds or simple roller shutters
	0=Venetian blinds	
	1=Roller Shutter	
	[255]	

#### Mode

☒ Blinds ☐ Shutter

General settings

#### Activation of Automatic parameter

These settings activate the objects. There are 4 objects that call up positions (similar to scenarios).

#### Automatic function parameters

ETS text	Available values [Default value]	Comment
Block A	0=inactive	For block A objects 1-4 are activated
	1=Active	
	[0]	

#### Automatic function

☐ not active ☒ active

Automatic function parameters

## ETS parameters and communication objects

### Parameters

The Venetian blind parameters are not visible for the roller

shutters.

### Venetian blind parameters: characteristics for control of Venetian blinds with slats

ETS text	Available values [Default value]	Comment
Running time (sec)	1-10000 [45]	Duration of movement if not stopped
Step time for the slats (ms)	50-1000 [200]	Single step duration of the slat
Duration of slat adjustment(ms)	10-10000 [1200]	Full slat rotation time
Pause at change of direction (ms)	1-1000 [500]	Sets the change of direction time
Switch-on delay motor (ms)	0-255 [0]	Sets the delay time between the command and the start of movement (useful for motor starting)
Motor switch-off delay (ms)	0-255 [0]	Sets the time between the command and stopping
Venetian blind position at the end of the movement	0%-100% [50]	Sets the position of the slats at the end of the reference travel 0-100% after setting the limit stop (100% closed)
Select objects for absolute position	0=inactive 1=active [0]	To obtain feedback for position on a supervisor if activated, 0%=fully up and 100%=fully down
Reaction after driving to reference	0=no reaction 1=Drive to former position [0]	Valid only if the "Select objects for absolute position" parameter is active
Driving area: Limitation	0=inactive 1=active [0]	Only if limitation active: sets upper/lower limits of the Venetian blind travel. Useful for example if when going up/down a blind can overshoot the window opening. The new limits set represent 0% and 100% if the position is recalled through an object with absolute value. With up/down requests, the blind travel may exceed the limits. For supervisors exploiting the absolute position, the new values determined by the limits must be considered.
Lower limit	0%-100% [0%]	Only if limitation active (driving area) (100% = closed)
Upper limit	0%-100% [100%]	Only if limitation active (driving area) (100% = closed)
Scene	0=inactive 1=active [0]	Enables the Venetian blind so that it can be involved in the scenarios
Automatic Function	0=inactive 1=active [0]	Allows the Venetian blind position to be set from the bus by means of 4 objects dedicated to automatic blind control
Alert function	0=inactive 1=active [0]	Allows the "Alert" parameters section to be viewed in order to enable ETS objects for activation/deactivation (for example a weather station) and to obtain automatic movements of the Venetian blind in the case of rain, wind, frost and block

Running time (sec)	45
Step time for blinds (ms)	200
Duration of blinds adjustment (ms)	1200
Pause at change of direction (ms)	500
switch-on delay motor (ms)	0
switch-off delay motor (ms)	0
Position of blinds at end of driving	50%
Select objects for absolute position	<input type="radio"/> not active <input checked="" type="radio"/> active
Reaction after driving to reference	<input type="radio"/> no Reaction <input checked="" type="radio"/> Drive to former position
Driving area: Limitation	<input type="radio"/> not active <input checked="" type="radio"/> active
Lower Limit	0%
Upper Limit	100%
Alerts	<input type="radio"/> not active <input checked="" type="radio"/> active
Scene	<input type="radio"/> not active <input checked="" type="radio"/> active
Automatic function	<input type="radio"/> not active <input checked="" type="radio"/> active

Venetian blind parameters

## ETS parameters and communication objects

### Roller shutter parameters: characteristics for control of roller shutters (without slats)

ETS text	Available values [Default value]	Comment
Run time (sec)	1-10000 [45]	Duration of movement if not stopped
Pause at change of direction (ms)	0÷100 [500]	Sets the change of direction time
Motor switch-on delay	0÷255 [0]	Sets the delay time between the command and the start of movement (useful for motor starting)
Delay motor switch-off	0÷255 [0]	Sets the delay time between the command and stopping travel
Select objects for the absolute position	0 = Inactive	Selects whether or not it is possible to use communication objects to display the effective position of the roller shutter (0%=fully up, 100%=fully down) to obtain position feedback on a supervisor
	1 = Active	
	[0]	
Reaction after driving to reference	0 = No reaction	Valid only if the "Select objects for absolute position" parameter is active
	1 = Move to previous position	
	[0]	
Driving area: limitation	0 = Inactive	Only if limitation active: sets upper/lower limits of the Venetian blind travel. Useful for example if when going up/down a blind can overshoot the window opening. The new limits set represent 0% and 100% if the position is recalled through an object with absolute value. With up/down requests, the Venetian blind travel may exceed the limits. For supervisors exploiting the absolute position, the new values determined by the limits must be considered.
	1 = Active	
	[0]	
Lower limit	0%... 100% [0%]	If "Driving area" active (100% = closed)
Upper limit	0%... 100% [100%]	If "Driving area" active (100% = closed)
Scene	0 = Inactive	Enables the roller shutter so that it can be involved in the scenarios
	1 = Active	
	[0]	
Function automatic	0 = Inactive	Allows the blind position to be set from the bus by means of 4 objects dedicated to automatic roller shutter control (Rain, Wind, Frost, Block)
	1 = Active	
	[0]	
Alert function	0 = Inactive	Allows the "Alert" parameters section to be viewed in order to enable ETS objects for activation/deactivation (for example a weather station) and to obtain automatic movements of the roller shutter in the case of rain, wind, frost and block
	1 = Active	
	[0]	

Running time (sec)	45
Pause at change of direction (ms)	500
switch-on delay motor (ms)	0
switch-off delay motor (ms)	0
Select objects for absolute position	<input type="radio"/> not active <input checked="" type="radio"/> active
Reaction after driving to reference	<input type="radio"/> no Reaction <input checked="" type="radio"/> Drive to former position
Driving area: Limitation	<input type="radio"/> not active <input checked="" type="radio"/> active
Lower Limit	0%
Upper Limit	100%
Alerts	<input type="radio"/> not active <input checked="" type="radio"/> active
Scene	<input type="radio"/> not active <input checked="" type="radio"/> active
Automatic function	<input type="radio"/> not active <input checked="" type="radio"/> active

#### Shutter Parameters

## ETS parameters and communication objects

### Scenarios

8 scenario saving or call-up options are available for each output. Each record must be assigned to the value of the scenario (slat position not visible for roller shutters).

### Scenario parameters: scenario management

ETS text	Available values [Default value]	Comment
Enable save scene	0=inactive	The "Enable scenario learn" function is used to save the state linked to a scenario via a Bus message (scenario learn).
	1=active	
	[0]	
Scenario A Position	0%-100%	100% = Closed
	[0]	
Scenario A Slat position	0%-100%	100% = Closed
	[0]	
Scenario Number A	1-64	Scenario index
	[1]	
...		
Scenario Number H		

Scene A - Position	0%
Scene A -position of blinds	0%
Scene Number A	1
Scene B - Position	0%
Scene B -position of blinds	0%
Scene Number B	2
Scene C - Position	0%
Scene C -position of blinds	0%
Scene Number C	3
Scene D - Position	0%
Scene D -position of blinds	0%
Scene Number D	4
Scene E - Position	0%
Scene E -position of blinds	0%
Scene Number E	5
Scene F - Position	0%
Scene F -position of blinds	0%
Scene Number F	6
Scene G - Position	0%
Scene G -position of blinds	0%
Scene Number G	7
Scene H - Position	0%
Scene H -position of blinds	0%
Scene Number H	8

Scenario parameters

## ETS parameters and communication objects

### Output Warnings

#### Warning Parameters:

if the "Alert function" parameter is enabled at the output, this sets the operations that are to be performed automatically in the event that

"Rain, Wind, Frost, Block" objects are activated from the bus (for interaction with weather stations)

ETS text	Available values [Default value]	Comment
Order of alerts	0 = Wind, Rain, Frost, Block	To give priority to the alerts
	1 = Wind, Rain, Block, Frost	
	2 = Wind, Block, Rain, Frost	
	3 = Block, Wind, Rain, Frost	
	[0]	
Action at reset of alerts/blocking	0 = No action	What the output (Venetian blind/roller shutter) does when the warning or block ceases
	4 = Move to previous position	
	1 = Move up	
	2 = Move down	
	[0]	
Wind alert	0 = Inactive	
	1 = Active	
	[0]	
Cycle time (min, 0 = Off)	0-120	Time by which a message must be received on the object. The receipt of ON on the object or the failure to receive the message is considered an alarm.
	[30]	
Action	0 = No action	Determines action in event of a "Wind" alarm
	1 = Move up	
	2 = Move down	
	[0]	
Rain alert	0 = Inactive	
	1 = Active	
	[0]	
Cycle time (min, 0 = Off)	0-120	Time by which a message must be received on the object. The receipt of ON on the object or the failure to receive the message is considered an alarm.
	[30]	
Action	0 = No action	Determines action in event of a "Rain" alarm
	1 = Move up	
	2 = Move down	
	[0]	
Frost alert	0 = Inactive	
	1 = Active	
	[0]	
Cycle time (min, 0 = Off)	0-120	Time by which a message must be received on the object. The receipt of ON on the object or the failure to receive the message is considered an alarm.
	[30]	
Action	0 = No action	Determines action in event of a "Frost" alarm
	1 = Move up	
	2 = Move down	
	[0]	
Block	0 = Inactive	
	1 = Active	
	[0]	
Action	0 = No action	
	1 = Move up	
	2 = Move down	
	[0]	

#### Alerts

Order of Alerts Wind, Rain, Block, Frost ▼

Action at reset of alerts/blocking Drive to former position ▼

Wind alert ☐ not active ☒ active

Cycle Time (min, 0 = aus) 0 ▼

Action no Action ▼

Rain alert ☐ not active ☒ active

Cycle Time (min, 0 = aus) 30 ▼

Action no Action ▼

Frost alert ☐ not active ☒ active

Cycle Time (min, 0 = aus) 30 ▼

Action no Action ▼

Block ☐ not active ☒ active

Action no Action ▼

#### Warning Parameters

ETS parameters and communication objects

Automatic function

Assignment to the object block and the desired position is performed in this point if the "Automatic function" parameter is enabled at the output.

Automatic parameters

ETS text	Available values [Default value]	Comment
Function automatic 1 (-4) - Roller shutter position	0%-100%	The shutter position can be defined for each of the 4 automatic functions (100% = Closed)
	[0%]	
Function automatic 1 (-4) - Position of the slats	0%-100%	The slat position can be defined for each of the 4 automatic functions (100% = Closed)
	[0%]	

Automatic function 1 - Position	0%	▼
Automatic function 1 -position of blinds	0%	▼
Automatic function 2 - Position	0%	▼
Automatic function 2 -position of blinds	0%	▼
Automatic function 3 - Position	0%	▼
Automatic function 3 -position of blinds	0%	▼
Automatic function 4 - Position	0%	▼
Automatic function 4 -position of blinds	0%	▼

Automatic Function parameters



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