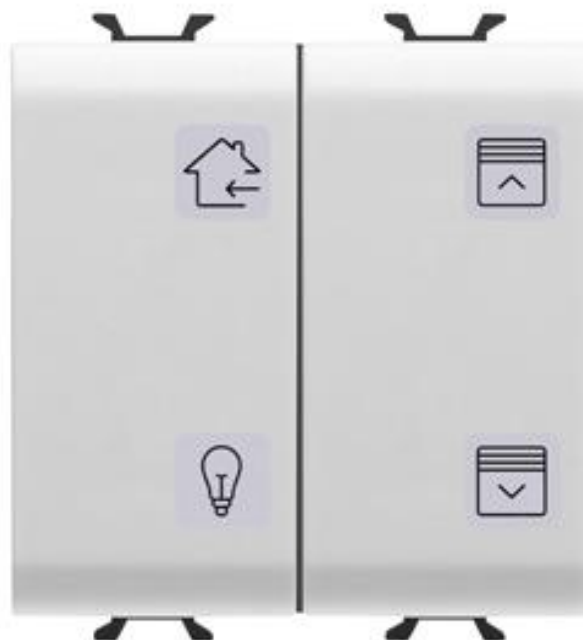


Easy 4-channel push-button panel with interchangeable symbols



GW10757
GW12757
GW14757

Technical Manual

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1 Introduction

The Easy 4-channel push-button panel with interchangeable symbols (flush-mounting) is a command device with 4 channels that can be used individually or combined to implement the on/off command, dimmer control, roller shutter control, scene management, priority and timed commands on the KNX BUS. The device can be completed with push-buttons of 1 or 2 modules, tilting or non-tilting. One tilting push-button manages two channels (independent or combined). The device is powered from the BUS line, and each channel has RGB LEDs for night-time localisation and display of the commanded load status. The push-button panel module is positioned inside a standard flush-mounting box, assembled in the supports of the Chorus range (in the space of two modules).

2 Application

Each of the 4 channels of the push-button panel can be configured to carry out one of the following functions:

- Cyclic on-off switching
- Dimmer management with one or two channels
- Curtain and roller shutters management with one or two channels
- Edges management
- Timing
- Scenes

2.1 Association limits

Maximum number of group addresses:	254
Maximum number of associations:	254

This means that up to 254 group addresses can be defined, and up to 254 associations can be made (between communication objects and group addresses).

3 “Settings” menu

The **Settings** menu contains the parameters for enabling the various functions implemented by the device. The structure of the menu is as follows:

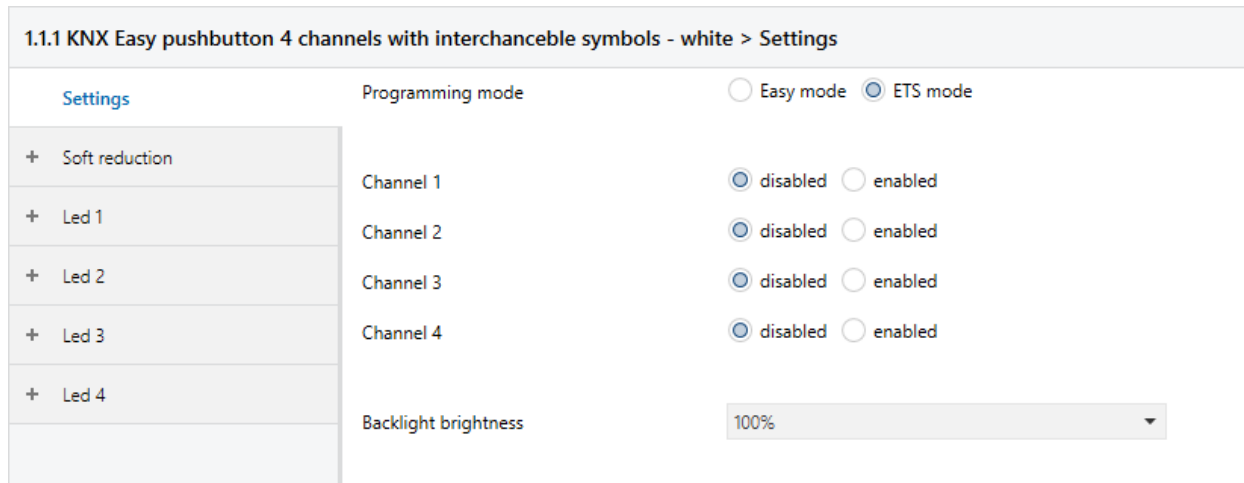


Fig. 3.1

The database of the device for configuration with ETS software allows you to configure the main operating parameters, and also gives you the possibility to reconfigure the device with the factory parameters for E-mode operation. The parameter that allows you to distinguish the two types of behaviour is “**Programming mode**”. The values that can be set are:

- **Easy mode** (default value)
- ETS mode

If **Easy mode** is selected, no additional device configuration parameters are displayed as this value is used to restore the device to its factory settings for correct operation in Easy mode (E-Mode).

ETS mode allows the visualisation and subsequent configuration of the main device operating parameters (S-Mode).

3.1 Channel X

Each of the 4 push-buttons on the device can be managed autonomously, carrying out a separate function from the others. The parameters “**Channel 1**”, “**Channel 2**”, “**Channel 3**”, “**Channel 4**”, are used to enable the configuration of the relative push-buttons, displaying the configuration menus. The values that can be set are:

- **disabled** (default value)
- enabled

If **enabled** is selected, the **Channel 1**, **Channel 2**, **Channel 3**, **Channel 4** configuration menu is displayed (see par. 4 “Channel x” menu).

If **disabled** is selected, the light signalling associated with the channel is not managed by any function. In this case, a specific communication object - **Led.x - Light signalling** (Data Point Type: 1.001 DPT_Switch) - is displayed and the signalling is subject to the value of that object. The behaviour is as follows:

- when a value of “1” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “ON status feedback”**” parameter of the **Led x** menu (see [“Led X” menu](#)).
- when a value of “0” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “Night signalling”**” parameter of the **Led x** menu (see [“Led X” menu](#)).

Every time the BUS voltage is reset, the device sends a status read request on the **Led.x - Light signalling** object in order to update the push-button panel about the status of the devices connected.

3.2 *Backlight brightness*

Used to define the intensity level of the backlighting for all 4 LEDs on the device. The values that can be set are:

- **100%** **(default value)**
- 90%
- 80%
- 70%
- 60%
- 50%
- 40%
- 30%
- 20%
- 10%
- 5%

4 “Channel x” menu

If a channel is enabled, a dedicated menu - called **Channel x** ($x = 1 \dots 4$, is the input index) - is displayed for each input. The menu structure will change according to the value set for the “**Matched function**” parameter. For the sake of simplicity, the parameters enabled according to the value set for the above parameter are listed in the following paragraphs.

The basic structure of the menu is as follows (Fig. 4.1):

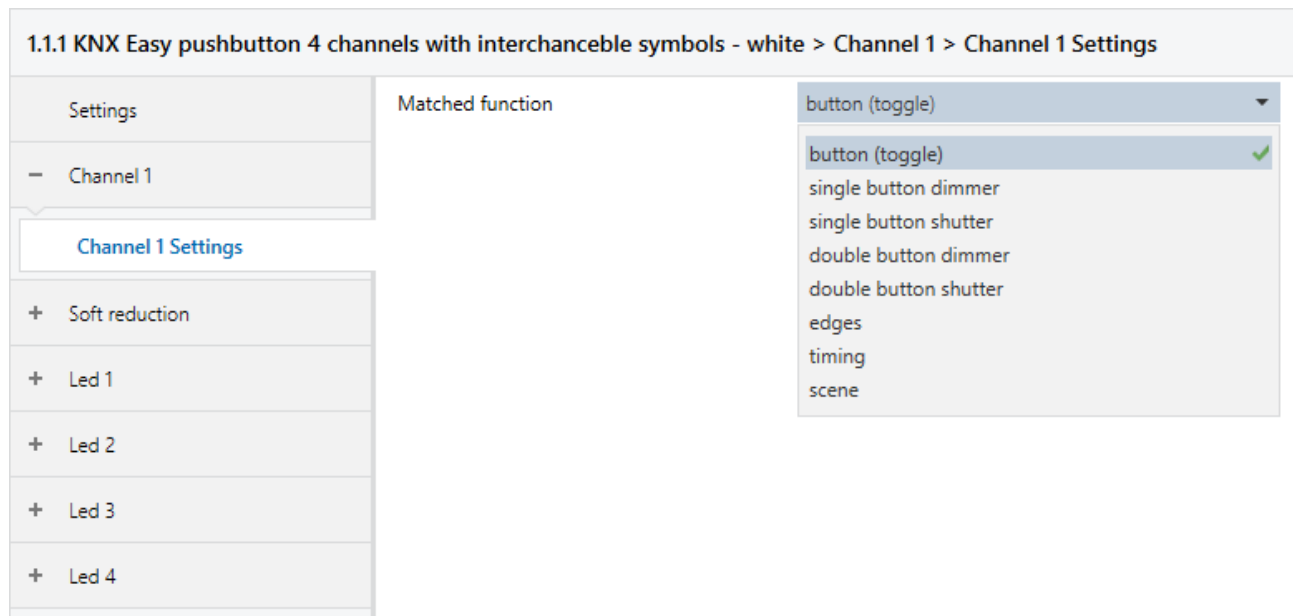


Fig 4.1

4.1 Matched function

This determines the function associated with the general channel x . Depending on the value set with this parameter, the **Channel x** menu will appear differently. The values that can be set are:

- **Button (toggle)**
See chapter 5 - “*button (toggle)*” function
- **Single button dimmer**
See chapter 6 - “*single button dimmer*” function
- **Single button shutter**
See chapter 7 - “*single button shutter*” function
- **Double button dimmer**
See chapter 8 - “*double button dimmer*” function
- **Double button shutter**
See chapter 9 - “*double button shutter*” function
- **Edges**
See chapter 10 - “*edges*” function
- **Timing**
See chapter 11 - “*timing*” function
- **Scene**
See chapter 12 - “*scene*” function

5 “Button (toggle)” function

This function is used to set the sending of an alternating ON/OFF switching command. When the push-button associated with channel x is pressed, the device sends a telegram on the BUS via the **Ch.x - Switch** communication object, indicating the logic value opposite to the value of the status adopted by the commanded actuator or the last value sent.

The value (ON or OFF) evaluated by the device to send the next status is the last one received via the **Ch.x - Status feedback** (Data Point Type: 1.001 DPT_Switch) communication object. The device uses this value to determine, for example, the current status of the output channel of the actuator that is commanded (by itself or by other devices). In this way, the next command that the device sends will be the inverted signal of the current status of the output channel. In the same manner, to prevent the continuous sending of the same command due to the loss of status information received by the controlled actuator, the device also evaluates which was the last command it sent; in short, the command sent is the opposite of the value generated by the most recent of the two events (either the BUS value received on the **Ch.x - Status feedback** object, or the last value sent).

Every time the BUS voltage is reset, the device sends a status read request on the **Ch.x - Status feedback** object in order to update the push-button panel about the status of the devices connected.

The basic structure of the menu is as follows (Fig. 5.1):

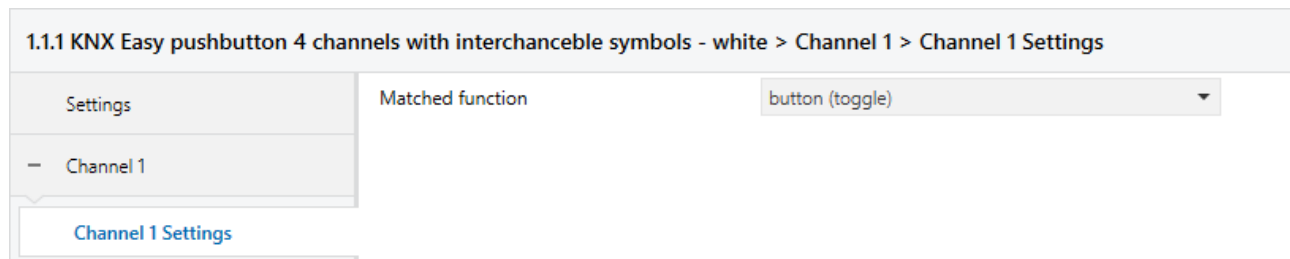


Fig. 5.1

No new parameters are enabled with this function.

If this function is set, the light signalling associated with the channel is subject to the value of the **Ch.x - Status feedback** object. The behaviour is as follows:

- when a value of “1” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “ON status feedback”**” parameter of the **Led x** menu (see [“Led X” menu](#)).
- when a value of “0” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “Night signalling”**” parameter of the **Led x** menu (see [“Led X” menu](#)).

6 “Single button dimmer” function

This is used to configure the channel to control a dimmer with a single push-button, increasing and decreasing dimmer brightness with the same button.

It is possible to send on/off telegrams and brightness dimming telegrams.

As there is only one channel to manage the On/Off and brightness regulation functions, operation is managed by differentiating between short touches and long touches:

- If the button is pressed for longer than 0.5 sec, it is recognised as a long operation and, in this case, is interpreted as a brightness regulation command. If the value of the last of the two events "last sent command" and "dimmer status feedback" is OFF or a brightness decrease command, the new command will be a 100% brightness increase command; vice versa, if the value of the last two events is ON or a brightness increase command, the new command will be a 100% brightness decrease command. In both cases, when the button is released, an adjustment stop telegram is sent to stop the dimmer brightness increase/decrease operation and to fix the value reached at the moment the stop adjustment command was received.
- If the button is pressed for less than 0.5 sec, it is recognised as a short operation and, in this case, is interpreted as an on/off command. The command to be sent on the BUS is the opposite of the value generated by the most recent event - the value received by the BUS on the **Ch.x - Dimmer status feedback** object, or the last value sent. The brightness increase/decrease commands do not have any effect in determining the command to be sent.

The brightness regulation commands are sent via the **Ch.x - Brightness dimming** (Data Point Type: 3.007 DPT_Control_Dimming) communication object, whereas the on/off commands are sent via the **Ch.x - Switch** (Data Point Type: 1.001 DPT_Switch) communication object are displayed.

The basic structure of the menu is as follows:

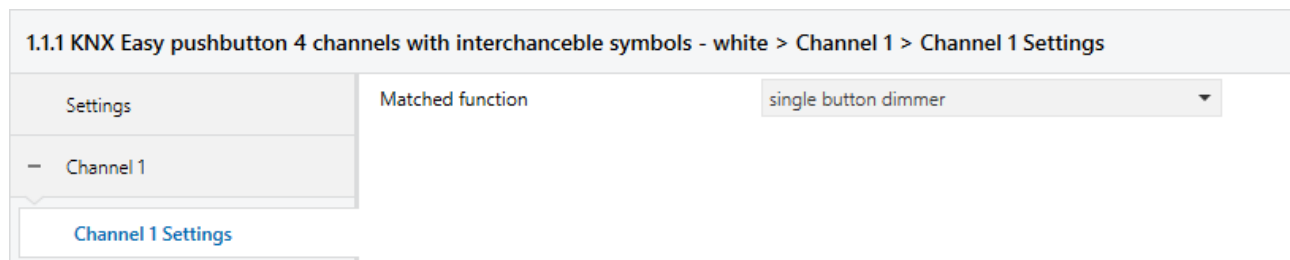


Fig. 6.1

No new parameters are enabled with this function.

If this function is set, the light signalling associated with the channel is subject to the value of the **Ch.x - Dimmer status feedback** object. The behaviour is as follows:

- when a value of “1” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “ON status feedback”**” parameter of the **Led x** menu (see [“Led X” menu](#)).
- when a value of “0” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “Night signalling”**” parameter of the **Led x** menu (see [“Led X” menu](#)).

7 “Single button shutter” function

This is used to configure the push-button to control a roller shutter with a single channel, regulating the upward and downward stroke of the shutter and, depending on the device version, regulating the opening/closing of the slats.

As only one channel manages the up/down and slat regulation functions, the operation is managed so that, at each touch, a command is sent that is the opposite of the last movement signal received by the actuator that manages the shutter. A differentiation is made between short and long operations:

- If the button is pressed for longer than 0.5 sec, it is recognised as a long operation and, in this case, is interpreted as an up/down movement command. If the last received movement signal was “up”, the new command will be a down command, and vice versa.
- If the button is pressed for less than 0.5 sec, it is recognised as a short operation and, in this case, is interpreted as a slat regulation command. If the last received movement signal was “up”, the new command will be a slat closure control command; if the last received movement signal was “down”, the new command will be a slat opening control command. If the shutter is moving, the louvre control command will only stop the shutter up/down movement.

Up/down movement commands are sent via the **Ch.x - Shutter movement** (Data Point Type: 1.008 DPT_UpDown) object, whereas the movement stop and slat regulation commands are sent via the **Ch.x - Shutter stop/Louvres control** (Data Point Type: 1.007 DPT_Step) object and signalling of controlled Venetian blind/roller shutter movement is received via the **Ch.x - Movement feedback** (Data Point Type: 1.008 DPT_UpDown) object.

The structure of the menu is as follows:

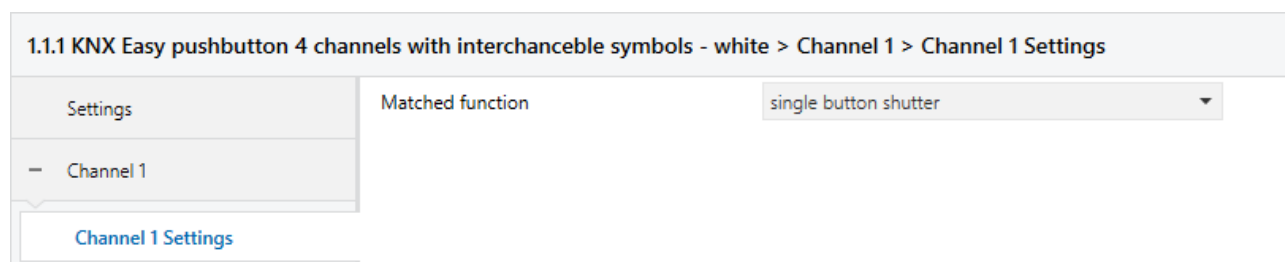


Fig. 7.1

No new parameters are enabled with this function.

Setting this function, the light signalling associated with the channel is not managed directly by the function itself.

In this case, a specific communication object - **Led.x - Light signalling** (Data Point Type: 1.001 DPT_Switch) - is displayed and the signalling is subject to the value of that object. The behaviour is as follows:

- when a value of “1” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “ON status feedback”**” parameter of the **Led x** menu (see [“Led X” menu](#)).
- when a value of “0” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “Night signalling”**” parameter of the **Led x** menu (see [“Led X” menu](#)).

Every time the BUS voltage is reset, the device sends a status read request on the **Led.x - Light signalling** object in order to update the push-button panel about the status of the devices connected.

8 “Double button dimmer” function

This is used to configure the channel to control a dimmer with two push-buttons, managing in this case only one of the two regulation directions (brightness increase/decrease).

On or off telegrams and brightness increase or decrease dimming telegrams can be sent, based on the configured regulation direction. In this case too, a differentiation is made between short and long operations:

- If the button is pressed for longer than 0.5 sec, it is recognised as a long operation and, in this case, is interpreted as a brightness regulation command. If the set regulation direction is "increase", the regulation will only be increasing, otherwise if the set regulation direction is "decrease" the regulation will be decreasing. In both cases, when released, a regulation stop telegram is sent to stop the brightness increase or decrease operation for the dimmer and to fix the brightness value reached at the moment the stop regulation command was received.
- If the button is pressed for less than 0.5 sec, it is recognised as a short operation and, in this case, is interpreted as an on/off command (depending on the regulation direction set).
If the set regulation direction is "increase" the sent command will only be an ON command. If the set regulation direction is "decrease" the sent command will only be an OFF command.

The brightness regulation commands are sent via the **Ch.x - Brightness dimming** (Data Point Type: 3.007 DPT_Control_Dimming) communication object, whereas the on/off commands are sent via the **Ch.x - Switch** (Data Point Type: 1.001 DPT_Switch) communication object are displayed.

The structure of the menu is as follows:

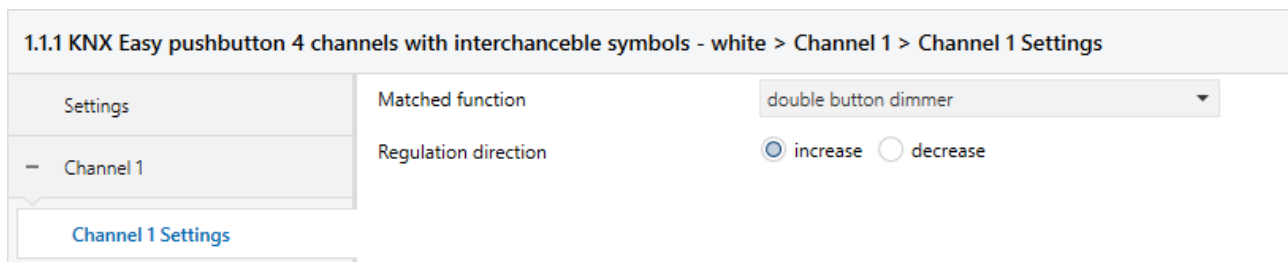


Fig. 8.1

8.1 Regulation direction

The “**Regulation direction**” parameter configures the regulation direction of the brightness controlled by the channel. The values that can be set are:

- **increase** (default value - odd channels)
- **decrease** (default value - even channels)

Selecting **increase**, the commands sent are "increase brightness by 100%" or "ON", depending on the operation recognised; selecting **decrease**, the commands sent are "decrease brightness by 100%" or "OFF".

If this function is set, the light signalling associated with the channel is subject to the value of the **Ch.x - Dimmer status feedback** object. The behaviour is as follows:

- when a value of “1” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “ON status feedback”**” parameter of the **Led x** menu (see [“Led X” menu](#)).
- when a value of “0” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “Night signalling”**” parameter of the **Led x** menu (see [“Led X” menu](#)).

Every time the BUS voltage is reset, the device sends a status read request on the **Ch.x - Dimmer status feedback** object in order to update the push-button panel about the status of the devices connected.

9 “Double button shutter function

This is used to configure the channel to control a shutter/Venetian blind with two buttons, managing in this case only one of the two movement directions (down or up).

Up or down movement telegrams or louvres open or close control telegrams can be sent. In this case too, a differentiation is made between short and long operations:

- If the button is pressed for longer than 0.5 sec, it is recognised as a long operation and, in this case, is interpreted as a movement command. If the set movement direction is "up", the movement will only be up, vice versa if the set direction is "down" the movement will be down. When released, the device will not perform any action.
- If the button is pressed for less than 0.5 sec, it is recognised as a short operation and, in this case, is interpreted as a slat regulation command (or movement stop, if the roller shutter is already moving) - open or close, depending on the movement direction set.
If the set movement direction is "up" the sent command will only be a louvres opening control command (or stop movement). If the set regulation direction is "down", the sent command will only be a slat closing control command (or stop movement).

The up/down movement commands are sent via the **Ch.x - Shutter movement** (Data Point Type: 1.008 DPT_UpDown) communication object, whereas the slat regulation commands (movement stop) on opening or closure are sent via the **Ch.x - Shutter stop/Louvres control** (Data Point Type: 1.007 DPT_Step) object.

The structure of the menu is as follows:

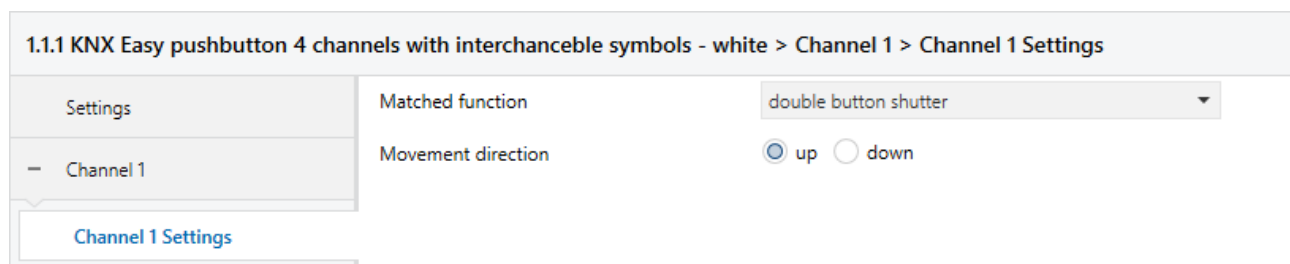


Fig. 9.1

9.1 Movement direction

The “**Movement direction**” parameter configures the movement direction of the roller shutter controlled by the channel. The values that can be set are:

- **up** (default value - odd channels)
- **down** (default value - even channels)

Selecting **up**, the commands sent are "up movement" or "slat regulation on opening" (movement stop), depending on the operation recognised; selecting **down**, the commands sent are "down movement" or "slat regulation on closure" (movement stop).

Setting this function, the light signalling associated with the channel is not managed directly by the function itself.

In this case, a specific communication object - **Led.x - Light signalling** (Data Point Type: 1.001 DPT_Switch) - is displayed and the signalling is subject to the value of that object. The behaviour is as follows:

- when a value of “1” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “ON status feedback”**” parameter of the **Led x** menu (see [“Led X” menu](#)).
- when a value of “0” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “Night signalling”**” parameter of the **Led x** menu (see [“Led X” menu](#)).

Every time the BUS voltage is reset, the device sends a status read request on the **Led.x - Light signalling** object in order to update the push-button panel about the status of the devices connected.

10 “Edges” function

This function is used to set the type of ON/OFF command to send after a status change has been detected; it is possible to differentiate the type of command depending on the event that is detected (pressing and releasing).

The ON/OFF commands are sent via the **Ch.x - Switch** (Data Point Type: 1.001 DPT_Switch) communication object are displayed.

The structure of the menu is as follows:

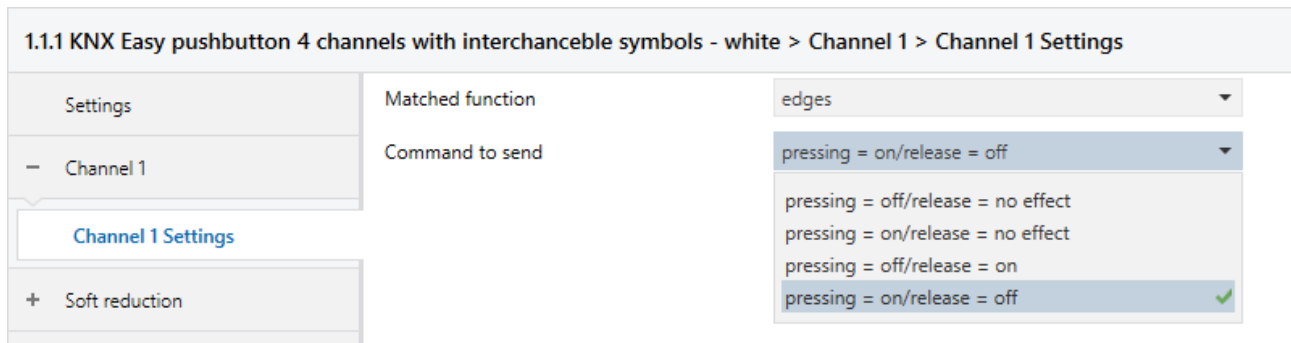


Fig. 10.1

10.1 Command to send

The “**Command to send**” parameter sets the value to be sent via the **Ch.x - Switch** object when “press” and “release” operations are detected.

The values that can be set are:

- pressing = off/release = no effect
- pressing = on/ release = no effect
- pressing = off/ release = on
- **pressing = on/ release = off** (default value)

Setting this function, the light signalling associated with the channel is not managed directly by the function itself.

In this case, a specific communication object - **Led.x - Light signalling** (Data Point Type: 1.001 DPT_Switch) - is displayed and the signalling is subject to the value of that object. The behaviour is as follows:

- when a value of “1” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “ON status feedback”**” parameter of the **Led x** menu (see [“Led X” menu](#)).
- when a value of “0” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “Night signalling”**” parameter of the **Led x** menu (see [“Led X” menu](#)).

Every time the BUS voltage is reset, the device sends a status read request on the **Led.x - Light signalling** object in order to update the push-button panel about the status of the devices connected.

11 “Timing” function

This function is used to configure a channel to send a timed on command to an actuator output channel. The device sends only the time start command, associated with the "pressing" event, whereas no action occurs upon release. The timing is set on the actuator, which will deactivate itself independently.

This mode is typically used for the stairs light function.

The timing start commands are sent via the **Ch.x - Timed switch** (Data Point Type: 1.010 DPT_Start) communication object.

The structure of the menu is as follows:

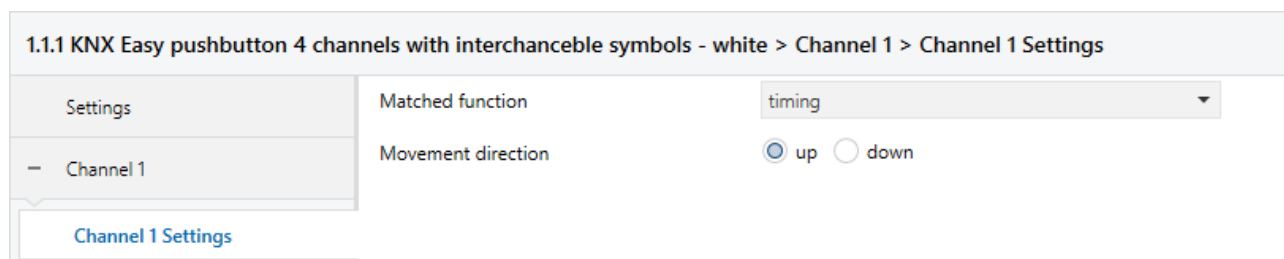


Fig. 11.1

No new parameters are enabled with this function.

If this function is set, the light signalling associated with the channel is subject to the value of the **Ch.x - Status feedback** object. The behaviour is as follows:

- when a value of “1” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “ON status feedback”**” parameter of the **Led x** menu (see [“Led X” menu](#)).
- when a value of “0” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “Night signalling”**” parameter of the **Led x** menu (see [“Led X” menu](#)).

Every time the BUS voltage is reset, the device sends a status read request on the **Ch.x - Status feedback** object in order to update the push-button panel about the status of the devices connected.

12 “Scene” function

This is used to configure the channel to send scene memorising and execution commands. Only one scene can be managed for each channel.

A differentiation is made between short and long operations:

- If the button is pressed for longer than 0.5 sec, it is recognised as a long operation and, in this case, is interpreted as a scene learning command.
- If the button is pressed for less than 0.5 sec, it is recognised as a short operation and, in this case, is interpreted as a scene execution command.

The scene execution/learning commands are sent via the **Ch.x - Scene** (Data Point Type: 18.001 DPT_SceneControl) communication object.

The structure of the menu is as follows:

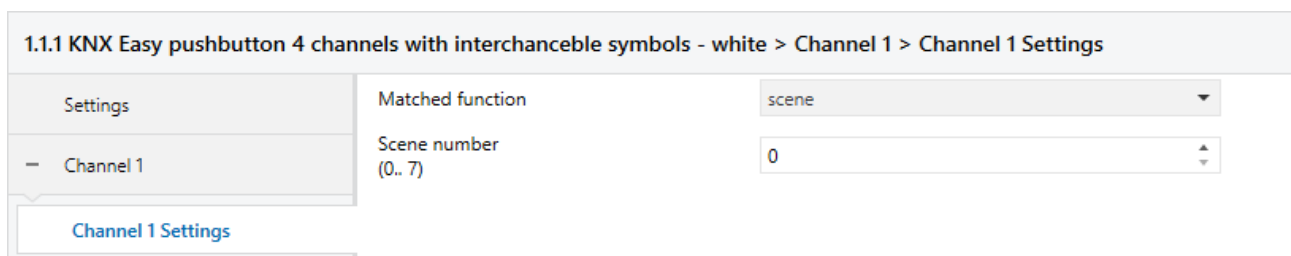


Fig. 12.1

12.1 Scene number (0..7)

The “**Scene number (0..7)**” parameter sets the value of the scene to be recalled/stored and, as a result, the relative values that will be sent via the **Ch.x - Scene** object. The possible values are:

- from **0 (default value)** to 7, with steps of 1

Setting this function, the light signalling associated with the channel is not managed directly by the function itself.

In this case, a specific communication object - **Led.x - Light signalling** (Data Point Type: 1.001 DPT_Switch) - is displayed and the signalling is subject to the value of that object. The behaviour is as follows:

- when a value of “1” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “ON status feedback”**” parameter of the **Led x** menu (see [“Led X” menu](#)).
- when a value of “0” is received on the communication object, the backlighting assumes the colour set in the “**Backlight for “Night signalling”**” parameter of the **Led x** menu (see [“Led X” menu](#)).

Every time the BUS voltage is reset, the device sends a status read request on the **Led.x - Light signalling** object in order to update the push-button panel about the status of the devices connected.

13 “Soft reduction” menu

Given its function, the device may be installed in places where it's necessary to minimise the intensity of the backlighting so as not to cause any disturbance.

The “Soft reduction” function uses a specific communication object to temporarily modify the backlighting intensity settings to minimise any possible disturbance for the user during the night-time.

This function is activated/deactivated from a remote device connected to the KNX system (e.g. an hourly timer, a supervisor/control panel, a light sensitive sensor, etc.).

The basic structure of the menu is as follows:

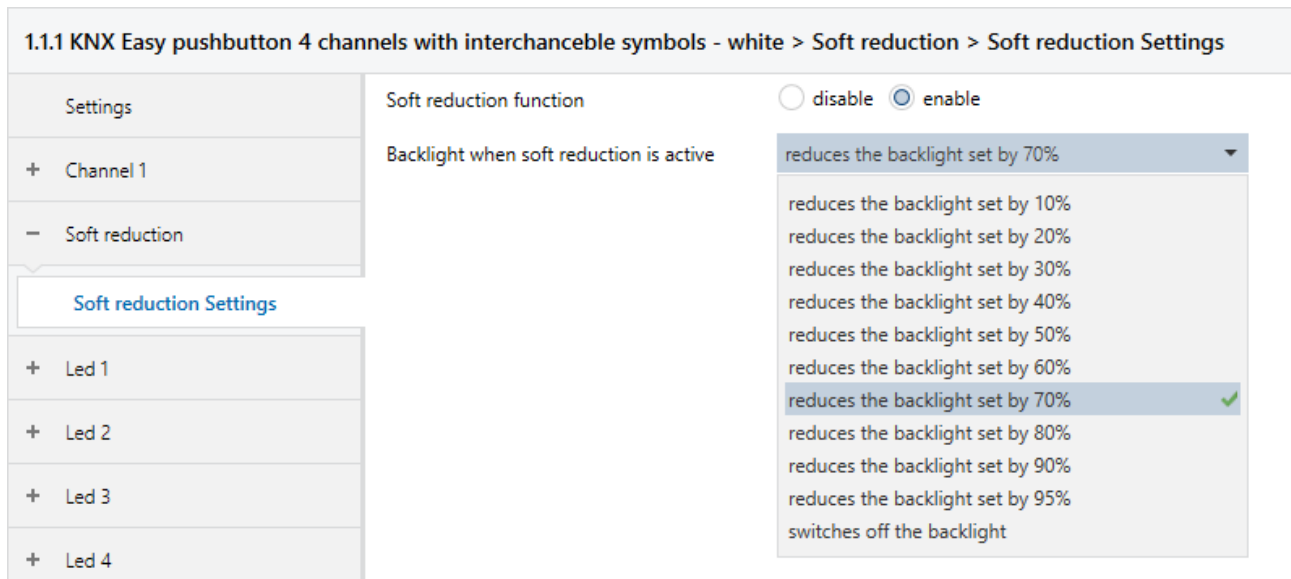


Fig. 13.1

13.1 Soft reduction function

The “**Soft reduction function**” parameter enables this function and displays the configuration parameters. The values that can be set are:

- **disable** (default value)
- enable

Selecting **enable**, the function configuration parameter and the **Soft reduction** (Data Point Type: 1.001 DPT_Switch) communication object are displayed.

Every time the BUS voltage is reset, the device sends a status read request on this object in order to update itself about the function activation status. When the BUS voltage is restored, the function status is the one that was active prior to the failure. If necessary, it will then be updated according to the status read request.

13.2 Backlight when soft reduction is active

The “**Backlight when soft reduction is active**” parameter defines the intensity level of the backlighting of all 4 LEDs on the device when the soft reduction function is activated (e.g. via the timing of a remote device connected to the KNX system). The values that can be set are:

- reduces the backlight set by 10%
- reduces the backlight set by 20%
- reduces the backlight set by 30%
- reduces the backlight set by 40%
- reduces the backlight set by 50%
- reduces the backlight set by 60%
- **reduces the backlight set by 70%** (default value)
- reduces the backlight set by 80%

- reduces the backlight set by 90%
- reduces the backlight set by 95%
- switches off the backlight

If this function is deactivated, the backlighting intensity level will depend on the setting of the relative parameter in the **Settings** menu.

14 “Led X” menu

This is used to define and personalise the operation of the signalling LED associated with the channel. The signalling LED can assume different colours for the night light function or to indicate the load activation status.

The basic structure of the menu is as follows:

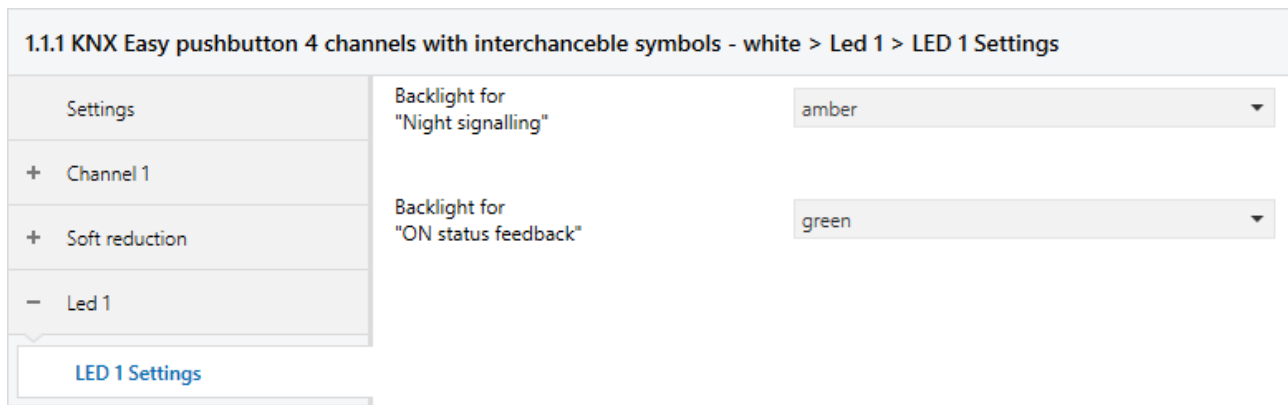


Fig. 14.1

14.1 Backlight for “Night signalling”

The “**Backlight for “Night signalling”**” parameter defines the colour of the night-time localisation associated with channel x. The values that can be set are:

- not active
- white
- yellow
- magenta
- red
- turquoise
- green
- blue
- **amber** (default value)
- customize

Selecting **customize**, the “**RED component value (0 .. 255)**”, “**GREEN component value (0 .. 255)**” e “**BLUE component value (0 .. 255)**” parameters will be displayed. The combination of the three colour components determines the colour associated with night-time localisation. The values that can be set are:

- from **0 (default value)** to 255, with steps of 1

The brightness of the LED associated with the channel depends on the setting of the parameter in the **Settings** menu.

14.2 Backlight for “ON status feedback”

The “**Backlight for “ON status feedback”**” parameter defines the colour of the backlighting associated with the “ON status” signal of channel x. The values that can be set are:

- not active
- white
- yellow
- magenta
- red
- turquoise
- green (default value)

- blue
- **amber**
- customize

Selecting **customize**, the “**RED component value (0 .. 255)**”, “**GREEN component value (0 .. 255)**” e “**BLUE component value (0 .. 255)**” parameters will be displayed. The combination of the three colour components determines the colour associated with the "ON status" signal. The values that can be set are:

- from **0 (default value)** to 255, with steps of 1

NOTE: the customized colour resulting from the combination of the three fundamental RGB components is interpreted by the device as a colour with 100% brightness. This means that if the backlighting brightness value defined in the **Settings** menu is different from 100%, the final effect may not be as expected.

To help the installer make the best selection of the RGB components of the colour to be associated with the light signalling, the **TEST RGB color** (Data Point Type: 232.600 DPT_Colour_RGB) and **TEST RGB color brightness** (Data Point Type: 5.001 DPT_Scaling) communication objects can be used to select respectively the colour and the brightness percentage of the signalling, so that the selected colour can be verified with the brightness levels set for the backlighting both in proximity and in standby. The colour test mode is activated when a telegram is received on the **TEST RGB color** object; if a telegram is received on the **TEST RGB color brightness** object and the test function isn't active, nothing will happen.

When the TEST function is active, all 4 LEDs light up with the colour received via the BUS. The TEST function is automatically deactivated after 30 seconds of no telegrams received on the test objects. Any light effects received when the TEST function is active are managed after the TEST function has been deactivated.

Every time the colour is modified via the **TEST RGB color** object, the brightness of the light signalling returns to the 100% value (even if it was previously modified).

Once the required values have been identified, they must be indicated in the ETS parameters so that the personalised colour can be used during normal device operation.

The activation of the backlighting associated with night-time localisation or ON status signalling depends on the function associated with the channel, or the value of the object reserved for signalling (as explained in the paragraphs above).

15 Communication objects

The following tables summarise all the communication objects with their specific ID numbers, names and functions displayed in ETS, plus a brief description of the function and the type of Datapoint used.

15.1 Communication objects with output functions

#				Object name	Function of object	Description	Datapoint type
Ch 1	Ch 2	Ch 3	Ch 4				
1	6	11	16	Ch.x - Switch	On/Off	Sends ON/OFF commands	1.001 DPT_Switch
1	6	11	16	Ch.x - Timed switch	Activate timing	Sends timing activation commands (stair raiser lights)	1.010 DPT_Start
1	6	11	16	Ch.x - Shutter stop/Louvres control	Stop/Step	Sends shutter stop movement/louvres control commands	1.007 DPT_Step
2	7	12	17	Ch.x - Shutter movement	Up/Down	Sends shutter up/down movement commands	1.008 DPT_UpDown
3	8	13	18	Ch.x - Brightness dimming	Increase/Decrease	Sends brightness dimming commands	3.007 DPT_Control_Dimming
4	9	14	19	Ch.x - Scene	Execute/Store	Sends scene memorising/execution commands	18.001 DPT_SceneControl

15.2 Communication objects with input functions

#				Object name	Function of object	Description	Datapoint type
Ch 1	Ch 2	Ch 3	Ch 4				
0	5	10	15	Ch.x - Status feedback	On/Off status	Receives an actuator status notification	1.001 DPT_Switch
0	5	10	15	Ch.x - Dimmer status feedback	On/Off status	Receives the dimmer status feedback	1.001 DPT_Switch
0	5	10	15	Ch.x - Movement feedback	Increase/Decrease	Receives the feedback about the current movement direction of the motor command actuator	1.008 DPT_UpDown
20	21	22	23	Led.x - Light signalling	1=ON Status/0=Night signalling	Receives the backlighting activation commands associated with ON status/night-time localisation signalling	1.001 DPT_Switch
24				Soft reduction	Switching On/Off	Receives the function activation/deactivation commands	1.001 DPT_Switch
26				TEST RGB color	Set custom color	Receives the components of the personalised colour to be tested	232.600 DPT_Colour_RGB
27				TEST RGB color brightness	Set color brightness	Receives the brightness value of the personalised colour to be tested	5.001 DPT_Scaling

16 BUS voltage reset

The start-up of the device following a BUS failure is indicated by the sequential activation of all 4 LEDs - red→green→blue.

Punto di contatto indicato in adempimento ai fini delle direttive e regolamenti UE applicabili:

Contact details according to the relevant European Directives and Regulations:

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