KNX Mix Actuator

Reference Manual

KNX Mix Actuator MX124-16A	WRKT4624Q5NC
KNX Mix Actuator MX120-16A	WRKT4620Q5NC
KNX Mix Actuator MX116-16A	WRKT4616Q5NC
KNX Mix Actuator MX112-16A	WRKT4612J5NC
KNX Mix Actuator MX108-16A	WRKT4608J5NC
KNX Mix Actuator MX104-16A	WRKT4604E5NC

V 0.2.2

Panasonic

1 Contents

2 List of figures

3 List of tables

4 Document overview

4.1 *Document updates*

Version	Date	Modifications
1.00	December 2019	Preparation of the final version

Table 1 Document updates

4.2 *List of abbreviations*

Abbreviation	Description
KNX Communication Flags	
C	Communication
R	Read
W	Write
T	Transmit
U	Update
Other	
Par.	Parameter
Obj.	Object
LC	Last command
TC	Transmitted command

Table 2 List of abbreviations

5 Product description

5.1 *General information*

KNX Mix Actuator is an actuator with different features such as Lighting, Heating, Shutter & Blind and Fan Coil. It has multiple outputs which is between 4 and 24. KNX Mix Actuator has a KNX connection and mains power connection. Each output has own relay, button and LED. The button controls related output's relay and the LED shows related output's relay status. KNX Mix Actuator can be programmed by ETS program. KNX Mix Actuator has also Logic, Converter and Sequence functions. KNX Mix Actuator is mounted on din-rail.

5.2 *Main features*

1. Channels used as lighting can be selected as switching on/off, time delay, staircase and flashing functions.
2. The heating part of product is used to activate heating/cooling mode automatically.
3. The product is used to control motors (230 VAC and 12…48 VDC) for blinds, shutters.
4. Fan coil actuator part of product is used to control 2 or 4 pipes fan coil system.
5. The product can be switched on and off manually with the buttons on the product.
6. Logic functions.
7. Scene actuator functions.

5.2.1 Group configuration

Mix Actuator uses group topology for group outputs. A group consists of 6 outputs. Outputs of each group can be adjusted on their own.

Each functionality uses different number of outputs. You can find a number of outputs list by functionality:

Switching (Lighting) uses 1 output,
Switching (Heating) uses 1 output,
Shutter/Blind uses 2 outputs,
Shutter/Blind 12…48V uses 4 outputs,
Fan Coil 2 Pipe uses 4 outputs,
Fan Coil 4 Pipe uses 5 outputs.

You can find a comparison table which compares by device type and functionality in Table 3.

MX124-16A

Group	Output No	Switching (Lighting)	Switching (Heating)	Shutter/Blind	Shutter/Blind 12…48V	Fan Coil 2 Pipe	Fan Coil 4 Pipe
Group 1	1	✓	✓	✓	✓	✓	✓
	2	✓	✓	✗	✗	✗	✗
	3	✓	✓	✓	✓	✓	✗
	4	✓	✓	✗	✗	✗	✗
	5	✓	✓	✓	✗	✗	✗
	6	✓	✓	✗	✗	✗	✗
Group 2	7	✓	✓	✓	✓	✓	✓
	8	✓	✓	✗	✗	✗	✗
	9	✓	✓	✓	✓	✓	✗
	10	✓	✓	✗	✗	✗	✗
	11	✓	✓	✓	✗	✗	✗
	12	✓	✓	✗	✗	✗	✗
Group 3	13	✓	✓	✓	✓	✓	✓
	14	✓	✓	✗	✗	✗	✗
	15	✓	✓	✓	✓	✓	✗
	16	✓	✓	✗	✗	✗	✗
	17	✓	✓	✓	✗	✗	✗
	18	✓	✓	✗	✗	✗	✗
Group 4	19	✓	✓	✓	✓	✓	✓
	20	✓	✓	✗	✗	✗	✗
	21	✓	✓	✓	✓	✓	✗
	22	✓	✓	✗	✗	✗	✗
	23	✓	✓	✓	✗	✗	✗
	24	✓	✓	✗	✗	✗	✗

MX120-16A

Group	Output No	Switching (Lighting)	Switching (Heating)	Shutter/Blind	Shutter/Blind 12…48V	Fan Coil 2 Pipe	Fan Coil 4 Pipe
Group 1	1	✓	✓	✓	✓	✓	✓
	2	✓	✓	✗	✗	✗	✗
	3	✓	✓	✓	✓	✓	✗
	4	✓	✓	✗	✗	✗	✗
	5	✓	✓	✓	✗	✗	✗
	6	✓	✓	✗	✗	✗	✗
Group 2	7	✓	✓	✓	✓	✓	✓
	8	✓	✓	✗	✗	✗	✗
	9	✓	✓	✓	✓	✓	✗
	10	✓	✓	✗	✗	✗	✗
	11	✓	✓	✓	✗	✗	✗
	12	✓	✓	✗	✗	✗	✗
Group 3	13	✓	✓	✓	✓	✓	✓
	14	✓	✓	✗	✗	✗	✗
	15	✓	✓	✓	✓	✓	✗
	16	✓	✓	✗	✗	✗	✗
	17	✓	✓	✓	✗	✗	✗
	18	✓	✓	✗	✗	✗	✗
Group 4	19	✓	✓	✓	✗	✗	✗
	20	✓	✓	✗	✗	✗	✗

MX116-16A

Group	Output No	Switching (Lighting)	Switching (Heating)	Shutter/Blind	Shutter/Blind 12…48V	Fan Coil 2 Pipe	Fan Coil 4 Pipe
Group 1	1	✓	✓	✓	✓	✓	✓
	2	✓	✓	✗	✗	✗	✗
	3	✓	✓	✓	✓	✓	✗
	4	✓	✓	✗	✗	✗	✗
	5	✓	✓	✓	✗	✗	✗
	6	✓	✓	✗	✗	✗	✗
Group 2	7	✓	✓	✓	✓	✓	✓
	8	✓	✓	✗	✗	✗	✗
	9	✓	✓	✓	✓	✓	✗
	10	✓	✓	✗	✗	✗	✗
	11	✓	✓	✓	✗	✗	✗
	12	✓	✓	✗	✗	✗	✗
Group 3	13	✓	✓	✓	✓	✓	✗
	14	✓	✓	✗	✗	✗	✗
	15	✓	✓	✓	✗	✗	✗
	16	✓	✓	✗	✗	✗	✗

MX112-16A

Group	Output No	Switching (Lighting)	Switching (Heating)	Shutter/Blind	Shutter/Blind 12…48V	Fan Coil 2 Pipe	Fan Coil 4 Pipe
Group 1	1	✓	✓	✓	✓	✓	✓
	2	✓	✓	✗	✗	✗	✗
	3	✓	✓	✓	✓	✓	✗
	4	✓	✓	✗	✗	✗	✗
	5	✓	✓	✓	✗	✗	✗
	6	✓	✓	✗	✗	✗	✗
Group 2	7	✓	✓	✓	✓	✓	✓
	8	✓	✓	✗	✗	✗	✗
	9	✓	✓	✓	✓	✓	✗
	10	✓	✓	✗	✗	✗	✗
	11	✓	✓	✓	✗	✗	✗
	12	✓	✓	✗	✗	✗	✗

MX108-16A

Group	Output No	Switching (Lighting)	Switching (Heating)	Shutter/Blind	Shutter/Blind 12…48V	Fan Coil 2 Pipe	Fan Coil 4 Pipe
Group 1	1	✓	✓	✓	✓	✓	✓
	2	✓	✓	✗	✗	✗	✗
	3	✓	✓	✓	✓	✓	✗
	4	✓	✓	✗	✗	✗	✗
	5	✓	✓	✓	✗	✗	✗
	6	✓	✓	✗	✗	✗	✗
Group 2	7	✓	✓	✓	✗	✗	✗
	8	✓	✓	✗	✗	✗	✗

MX104-16A

Group	Output No	Switching (Lighting)	Switching (Heating)	Shutter/Blind	Shutter/Blind 12…48V	Fan Coil 2 Pipe	Fan Coil 4 Pipe
Group 1	1	✓	✓	✓	✓	✓	✗
	2	✓	✓	✗	✗	✗	✗
	3	✓	✓	✓	✗	✗	✗
	4	✓	✓	✗	✗	✗	✗

Table 3 Comparison table of device type

You can find an example configuration for MX124 model. All possible functionalities are shown on Figure 1. In this example Group 1 has two different functionalities. Output 1-5 uses for Fan Coil 4 Pipe and Output 6 uses for Switching (Lighting). In Group only 1 functionality (Shutter/Blind) is used. Output 7-8, Output 9-10 and Output 11-12 are used for Shutter/Blind functionality. In Group 3 two different functionalities (Shutter/Blind 12…48V and Shutter/Blind) are used. Output 13-16 are used for Shutter/Blind 12…48V and Output 17-18 are used for Shutter/Blind. In Group 4 two different functionalities (Lighting and Heating) are used. Output 19, Output 20 and Output 21 are used for Heating and Output 22, Output 23 and Output 24 are used for Lighting.

Each functionality is shown by different colour. You can see group formation and output configuration on Figure 1Figure 1.

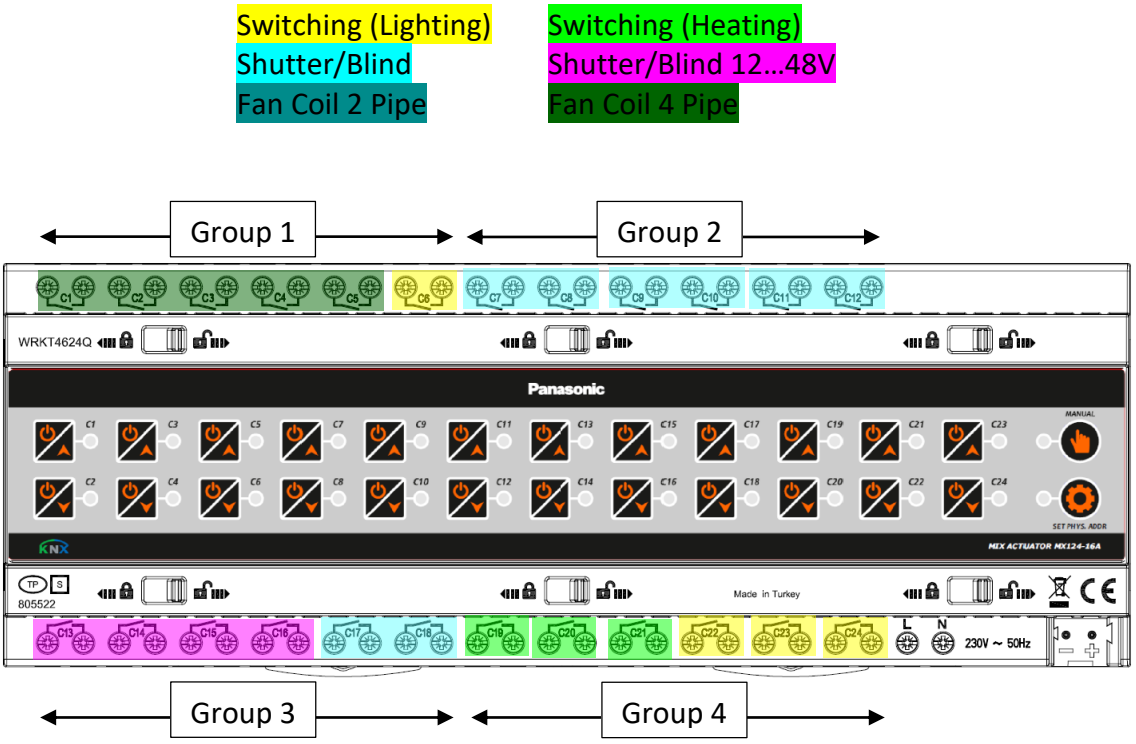
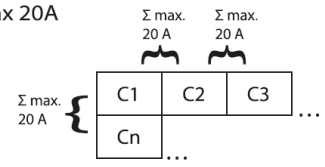


Figure 1 An example configuration for MX124

5.3 *Technical information*

Connection	
Bus connection	KNX bus terminal
Connection type	Screw terminals
Max. cable cross section	Single wire: 1.5 mm² to 4 mm² or 2 x 1.5 mm² to 2 x 2.5 mm² Stranded wire without ferrule: 0.75...4 mm² Stranded wire with ferrule: 0.5 mm² to 2.5 mm²
Output contact type	Potential-free closing contacts
Switching Voltage AC	0-230 V AC ± 10%, 50/60 Hz
Switching capacity at 230V AC	16A (PF=1), 3A (PF=0,6)
Switching Voltage DC	0-50 V DC
Switching Capacity at 50 V DC (Resistive Load)	1.2A

Current Load Rating Per Device	
WRKT4604E5NC	Sum of C1... C4 maximum 40A
WRKT4608J5NC	Sum of C1... C8 maximum 80A
WRKT4612J5NC	Sum of C1... C12 maximum 120A
WRKT4616Q5NC	Sum of C1... C16 maximum 160A
WRKT4620Q5NC	Sum of C1... C20 maximum 200A
WRKT4624Q5NC	Sum of C1... C24 maximum 240A
Overall load current rating of neighbouring outputs	Max 20A 

Max. connection load per output	
Ohmic load	3680 W
Capacitive load	max. 21µF at 16A
Inductive load (shutter...)	600W
Max. inrush current	80A / 20ms

Max. lamp load per output	
Incandecent / Halogen load	2000 W
230 V halogen lamps	1800 W
Low voltage halogen lamps with electr. switching power supply	800 W
Low voltage halogen lamps with inductive transformers	800 VA
Fluorescent lamp load (conventional) parallel connected	2 x 58 W (7 µF), 3 x 36 W (4,5 µF), max. 120 W (14 µF)
Fluorescent lamp load (conventional) series connected	14 x 58 W, 20 x 36 W, max. 1000 VA
Fluorescent lamp load with EB	3 x 36 W, 2 x 58 W, max. 120 W
Energy saving lamps	6 x 7 W, 4 x 11 W, 2 x 15 W, 2 x 20 W, 2 x 23 W

Table 4 Technical information

5.4 *Product versions*

Product Features	**WRKT4604E5NC (MX104)**	**WRKT4608J5NC (MX108) WRKT4612J5NC (MX112) WRKT4616Q5NC (MX116) WRKT4620Q5NC (MX120) WRKT4624Q5NC (MX124)**
Switching (Lighting)	✓	✓
Switching (Heating)	✓	✓
Shutter/Blind	✓	✓
Shutter/Blind 12…48V	✓	✓
Fan Coil 2 Pipe	✓	✓
Fan Coil 4 Pipe	-	✓
Auxiliary Functions	✓	✓

Table 5 Product versions

5.5 *Dimensional drawings*

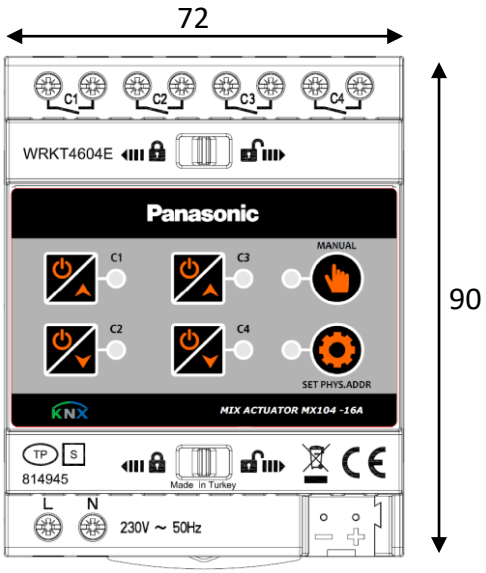


Figure 2 Front dimensions for MX104

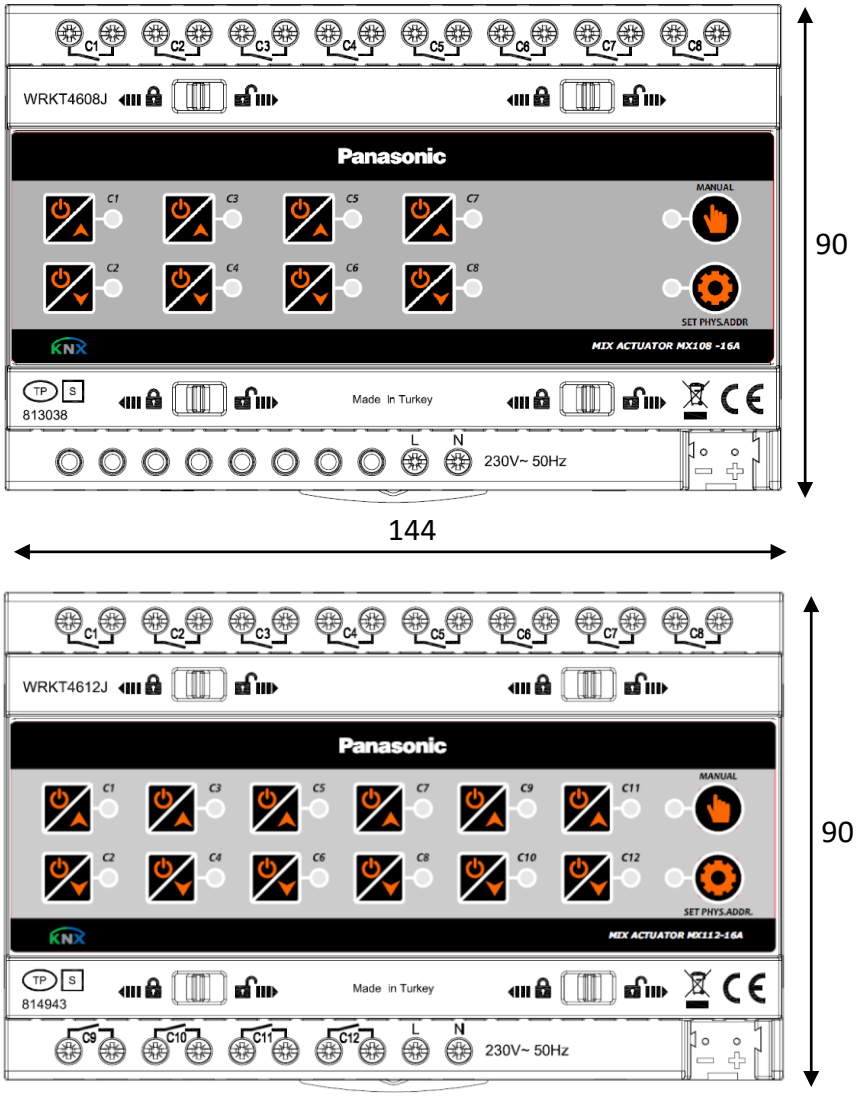


Figure 3 Front dimension for MX108 and MX112

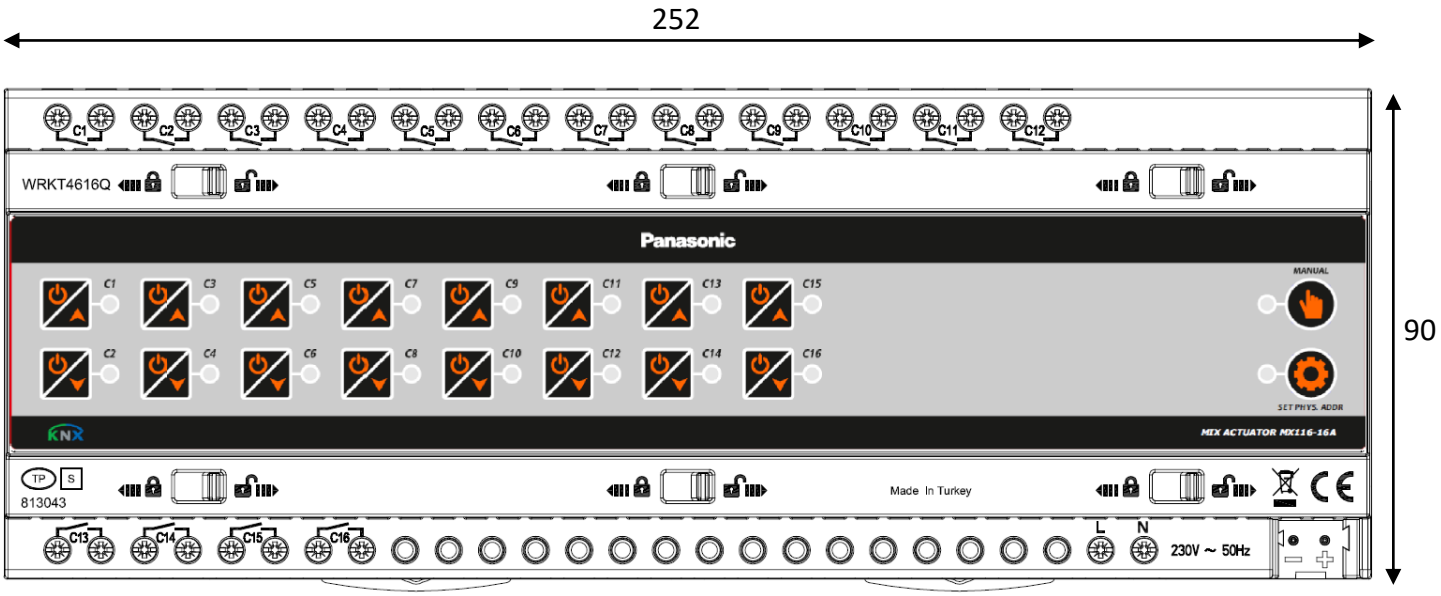


Figure 4 Front dimensions for MX116

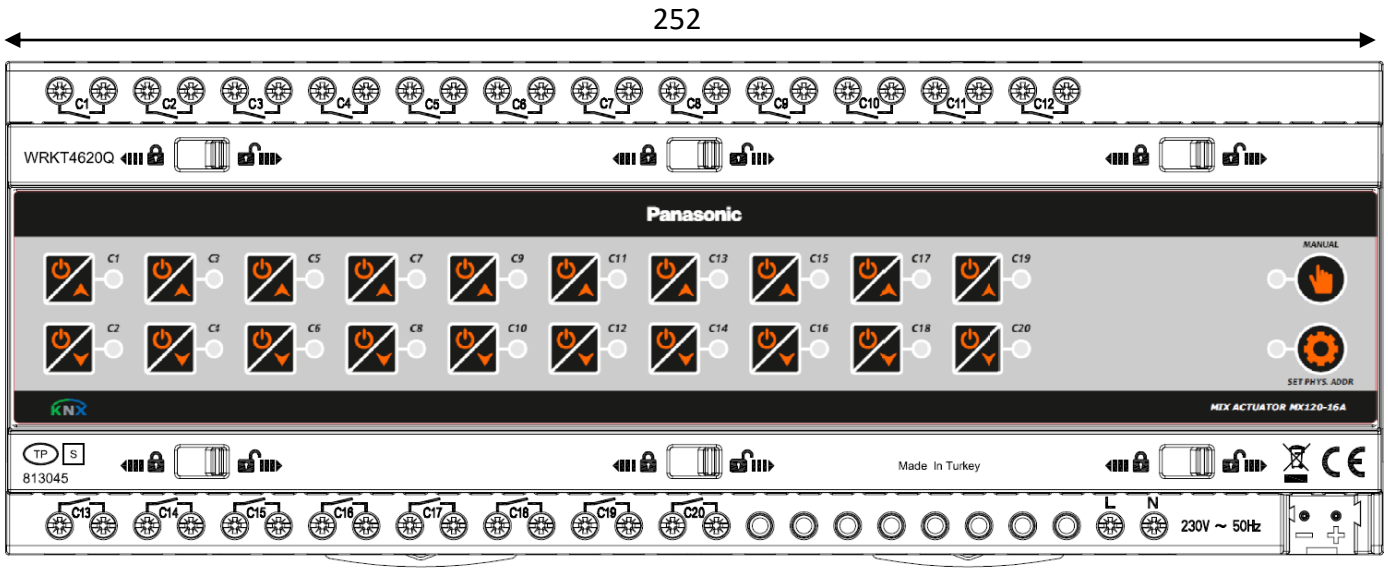


Figure 5 Front dimensions for MX120

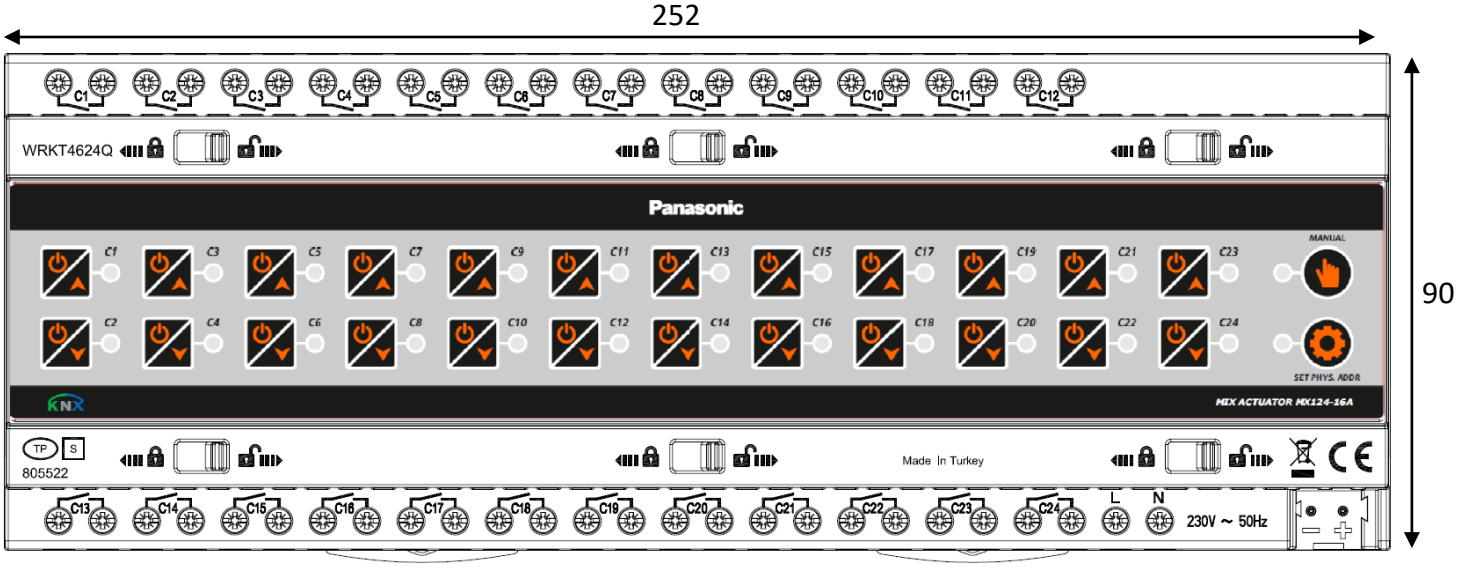


Figure 6 Front dimensions for MX124

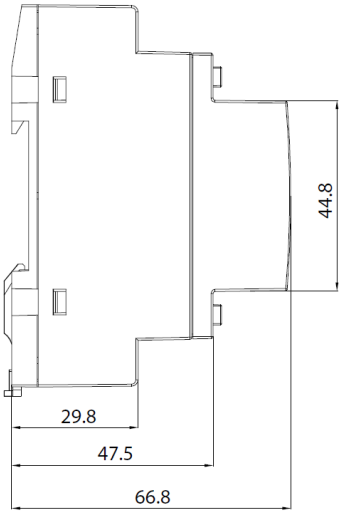


Figure 7 Side dimension for MX104, MX108 and MX112

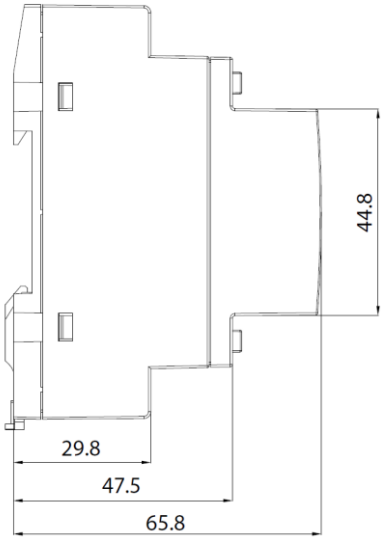


Figure 8 Side dimensions for MX116, MX120 and MX124

5.6 *Start-up behaviour*

- **Factory Default**

  After power is turned on manual buttons are activated and can be switched manually. All channels work as switching. The device is delivered with the physical address 15.15.255.

- **ETS Programming**
  User can define the device behaviour and connect it to other KNX devices after programming it by ETS. The behaviour of the device after programming with the ETS depends on the parameters. The description of the parameters and objects can be found in the next sections.

6 Product database

Manufacturer	Panasonic
Product family	Actuator
Product type	Mix Actuator
Product name	KNX Mix Actuator MX124-16A KNX Mix Actuator MX120-16A KNX Mix Actuator MX116-16A KNX Mix Actuator MX112-16A KNX Mix Actuator MX108-16A KNX Mix Actuator MX104-16A

7 Communication objects

7.1 *Communication objects overview*

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
0	Output1 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
0	Output1 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
0	Output1 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
0	Output1 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
0	Output1 Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT Switch	C	R	W		
0	Output1 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
0	Output1 Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT Switch	C	R	W		
0	Output1 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
1	Output1 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
1	Output1 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
1	Output1 Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C		W		
1	Output1 Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C		W		
1	Output1 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
1	Output1 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
1	Output1 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
2	Output1 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		
2	Output1 Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT Switch	C		W		
2	Output1 Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT Switch	C		W		
2	Output1 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		
2	Output1 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
2	Output1 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
3	Output1 Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT Switch	C		W		
3	Output1 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
3	Output1 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
3	Output1 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
3	Output1 Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT Switch	C		W		
3	Output1 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
4	Output1 Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT Switch	C		W		
4	Output1 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
4	Output1 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
4	Output1 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
4	Output1 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
4	Output1 Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT Switch	C		W		

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
4	Output1 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
4	Output1 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
5	Output1 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
5	Output1 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
5	Output1 Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C	R	W	T	U
5	Output1 Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C	R	W	T	U
5	Output1 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
5	Output1 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
5	Output1 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
6	Output1 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
6	Output1 Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT Switch	C	R	W	T	U
6	Output1 Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT Switch	C	R	W	T	U
6	Output1 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
6	Output1 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
6	Output1 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
7	Output2 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
7	Output1 Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT Switch	C	R	W	T	U
7	Output2 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
7	Output1 Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT Switch	C	R	W	T	U
7	Output2 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
7	Output2 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
7	Output1 Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
7	Output1 Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
8	Output1 Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT Switch	C	R	W	T	U
8	Output2 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
8	Output2 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
8	Output2 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
8	Output1 Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT Switch	C	R	W	T	U
8	Output1 Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
8	Output1 Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
9	Output1 Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT Enable	C		W		
9	Output2 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
9	Output2 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
9	Output1 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
9	Output1 Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT Enable	C		W		
9	Output1 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
10	Output1 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
10	Output2 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
10	Output1 Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT Switch	C	R	W	T	U
10	Output2 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
10	Output1 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
10	Output1 Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT Switch	C	R	W	T	U
11	Output2 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
11	Output2 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
11	Output2 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
11	Output1 Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT Scaling	C		W		
11	Output1 Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT Scaling	C		W		
11	Output2 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
12	Output2 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
12	Output2 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
12	Output1 Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT Scaling	C		W		
12	Output2 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
12	Output1 Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT Scaling	C		W		
13	Output1 Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT Heat Cool	C		W		
13	Output2 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
13	Output2 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
13	Output1 Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT Heat Cool	C		W		
14	Output3 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
14	Output3 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
14	Output3 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
14	Output3 Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT Switch	C	R	W		
14	Output3 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
14	Output3 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
15	Output3 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
15	Output3 Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C		W		
15	Output3 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
15	Output3 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
15	Output3 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
16	Output3 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
16	Output3 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		
16	Output3 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
16	Output3 Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT Switch	C		W		
17	Output3 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
17	Output3 Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT Switch	C		W		
17	Output3 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
17	Output3 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
18	Output3 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
18	Output3 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
18	Output3 Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT Switch	C		W		
18	Output3 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
18	Output3 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
18	Output3 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
19	Output3 Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C	R	W	T	U
19	Output3 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
19	Output3 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
19	Output3 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
19	Output3 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
20	Output3 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
20	Output3 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
20	Output3 Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT Switch	C	R	W	T	U
20	Output3 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
21	Output3 Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
21	Output4 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
21	Output4 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
21	Output4 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
21	Output4 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
21	Output3 Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT Switch	C	R	W	T	U
22	Output3 Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
22	Output3 Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT Switch	C	R	W	T	U
22	Output4 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
22	Output4 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
22	Output4 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
23	Output3 Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT Enable	C		W		
23	Output3 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
23	Output4 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
23	Output4 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
24	Output4 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
24	Output3 Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT Switch	C	R	W	T	U
24	Output3 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
24	Output4 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
25	Output4 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
25	Output4 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
25	Output4 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
25	Output4 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
25	Output3 Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT Scaling	C		W		

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
26	Output4 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
26	Output4 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
26	Output3 Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT Scaling	C		W		
26	Output4 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
27	Output4 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
27	Output4 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
27	Output3 Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT Heat Cool	C		W		
28	Output5 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
28	Output5 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
28	Output5 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
28	Output5 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
28	Output5 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
29	Output5 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
29	Output5 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
29	Output5 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
29	Output5 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
30	Output5 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		
30	Output5 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
30	Output5 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
31	Output5 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
31	Output5 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
31	Output5 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
32	Output5 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
32	Output5 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
32	Output5 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
32	Output5 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
32	Output5 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
33	Output5 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
33	Output5 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
33	Output5 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
33	Output5 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
34	Output5 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
34	Output5 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
34	Output5 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
35	Output6 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
35	Output5 Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
35	Output6 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
35	Output6 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
35	Output6 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
36	Output5 Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
36	Output6 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
36	Output6 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
36	Output6 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
37	Output5 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
37	Output6 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
37	Output6 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
38	Output6 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
38	Output6 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
38	Output5 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
39	Output6 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
39	Output6 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
39	Output6 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
39	Output6 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
40	Output6 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
40	Output6 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
40	Output6 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
41	Output6 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
41	Output6 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
42	Output7 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
42	Output7 Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT Switch	C	R	W		
42	Output7 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
42	Output7 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
42	Output7 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
42	Output7 Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT Switch	C	R	W		
42	Output7 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
43	Output7 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
43	Output7 Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C		W		
43	Output7 Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C		W		
43	Output7 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
43	Output7 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
43	Output7 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
44	Output7 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
44	Output7 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		
44	Output7 Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT Switch	C		W		
44	Output7 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
44	Output7 Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT Switch	C		W		
45	Output7 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
45	Output7 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
45	Output7 Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT Switch	C		W		

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
45	Output7 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
45	Output7 Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT Switch	C		W		
46	Output7 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
46	Output7 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
46	Output7 Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT Switch	C		W		
46	Output7 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
46	Output7 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
46	Output7 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
46	Output7 Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT Switch	C		W		
47	Output7 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
47	Output7 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
47	Output7 Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C	R	W	T	U
47	Output7 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
47	Output7 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
47	Output7 Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C	R	W	T	U
48	Output7 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
48	Output7 Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT Switch	C	R	W	T	U
48	Output7 Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT Switch	C	R	W	T	U
48	Output7 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
48	Output7 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
49	Output7 Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
49	Output8 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
49	Output8 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
49	Output8 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
49	Output8 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
49	Output7 Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT Switch	C	R	W	T	U
49	Output7 Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT Switch	C	R	W	T	U
50	Output7 Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT Switch	C	R	W	T	U
50	Output8 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
50	Output7 Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
50	Output8 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
50	Output7 Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT Switch	C	R	W	T	U
50	Output8 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
51	Output7 Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT Enable	C		W		
51	Output7 Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT Enable	C		W		
51	Output8 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
51	Output7 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
51	Output8 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
52	Output7 Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT Switch	C	R	W	T	U
52	Output8 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
52	Output8 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
52	Output7 Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT Switch	C	R	W	T	U
52	Output7 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
53	Output7 Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT Scaling	C		W		
53	Output8 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
53	Output8 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
53	Output8 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
53	Output7 Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT Scaling	C		W		
53	Output8 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
54	Output7 Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT Scaling	C		W		
54	Output7 Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT Scaling	C		W		
54	Output8 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
54	Output8 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
54	Output8 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
55	Output7 Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT Heat Cool	C		W		
55	Output8 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
55	Output7 Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT Heat Cool	C		W		
55	Output8 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
56	Output9 Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT Switch	C	R	W		
56	Output9 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
56	Output9 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
56	Output9 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
56	Output9 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
56	Output9 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
57	Output9 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
57	Output9 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
57	Output9 Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C		W		
57	Output9 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
57	Output9 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
58	Output9 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		
58	Output9 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
58	Output9 Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT Switch	C		W		
58	Output9 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
59	Output9 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
59	Output9 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
59	Output9 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
59	Output9 Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT Switch	C		W		
60	Output9 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
60	Output9 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
60	Output9 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
60	Output9 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
60	Output9 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
60	Output9 Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT Switch	C		W		
61	Output9 Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C	R	W	T	U
61	Output9 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
61	Output9 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
61	Output9 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
61	Output9 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
62	Output9 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
62	Output9 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
62	Output9 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
62	Output9 Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT Switch	C	R	W	T	U
63	Output10 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
63	Output10 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
63	Output9 Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
63	Output10 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
63	Output9 Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT Switch	C	R	W	T	U
63	Output10 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
64	Output10 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
64	Output10 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
64	Output9 Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
64	Output10 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
64	Output9 Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT Switch	C	R	W	T	U
65	Output9 Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT Enable	C		W		
65	Output10 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
65	Output10 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
65	Output9 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
66	Output10 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
66	Output9 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
66	Output9 Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT Switch	C	R	W	T	U
66	Output10 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
67	Output10 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
67	Output9 Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT Scaling	C		W		
67	Output10 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
67	Output10 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
67	Output10 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
68	Output9 Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT Scaling	C		W		
68	Output10 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
68	Output10 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
68	Output10 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
69	Output10 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
69	Output9 Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT Heat Cool	C		W		
69	Output10 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
70	Output11 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
70	Output11 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
70	Output11 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
70	Output11 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
70	Output11 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
71	Output11 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
71	Output11 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
71	Output11 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
71	Output11 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
72	Output11 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		
72	Output11 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
72	Output11 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
73	Output11 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
73	Output11 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
73	Output11 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
74	Output11 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
74	Output11 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
74	Output11 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
74	Output11 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
74	Output11 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
75	Output11 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
75	Output11 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
75	Output11 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
75	Output11 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
76	Output11 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
76	Output11 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
76	Output11 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
77	Output12 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
77	Output11 Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
77	Output12 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
77	Output12 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
77	Output12 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
78	Output11 Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
78	Output12 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
78	Output12 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
78	Output12 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
79	Output11 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
79	Output12 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
79	Output12 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
80	Output12 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
80	Output11 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
80	Output12 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
81	Output12 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
81	Output12 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
81	Output12 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
81	Output12 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
82	Output12 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
82	Output12 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
82	Output12 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
83	Output12 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
83	Output12 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
84	Output13 Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT Switch	C	R	W		
84	Output13 Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT Switch	C	R	W		
84	Output13 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
84	Output13 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
84	Output13 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
84	Output13 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
84	Output13 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
85	Output13 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
85	Output13 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
85	Output13 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
85	Output13 Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C		W		
85	Output13 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
85	Output13 Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C		W		
86	Output13 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		
86	Output13 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
86	Output13 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
86	Output13 Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT Switch	C		W		
86	Output13 Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT Switch	C		W		
87	Output13 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
87	Output13 Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT Switch	C		W		
87	Output13 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
87	Output13 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
87	Output13 Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT Switch	C		W		
88	Output13 Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT Switch	C		W		
88	Output13 Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT Switch	C		W		
88	Output13 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
88	Output13 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
88	Output13 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
88	Output13 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
88	Output13 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
89	Output13 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
89	Output13 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
89	Output13 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
89	Output13 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
89	Output13 Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C	R	W	T	U
89	Output13 Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C	R	W	T	U
90	Output13 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
90	Output13 Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT Switch	C	R	W	T	U
90	Output13 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
90	Output13 Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT Switch	C	R	W	T	U
90	Output13 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
91	Output13 Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT Switch	C	R	W	T	U
91	Output14 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
91	Output14 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
91	Output13 Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
91	Output14 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
91	Output13 Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT Switch	C	R	W	T	U
91	Output14 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
92	Output14 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
92	Output14 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
92	Output13 Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT Switch	C	R	W	T	U
92	Output14 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
92	Output13 Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
92	Output13 Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT Switch	C	R	W	T	U
93	Output13 Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT Enable	C		W		
93	Output13 Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT Enable	C		W		
93	Output13 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
93	Output14 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
93	Output14 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
94	Output13 Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT Switch	C	R	W	T	U
94	Output13 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
94	Output13 Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT Switch	C	R	W	T	U
94	Output14 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
94	Output14 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
95	Output13 Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT Scaling	C		W		
95	Output14 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
95	Output13 Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT Scaling	C		W		
95	Output14 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
95	Output14 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
95	Output14 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
96	Output14 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
96	Output14 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
96	Output14 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
96	Output13 Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT Scaling	C		W		
96	Output13 Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT Scaling	C		W		
97	Output14 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
97	Output14 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
97	Output13 Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT Heat Cool	C		W		
97	Output13 Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT Heat Cool	C		W		
98	Output15 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
98	Output15 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
98	Output15 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
98	Output15 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
98	Output15 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
98	Output15 Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT Switch	C	R	W		
99	Output15 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
99	Output15 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
99	Output15 Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C		W		
99	Output15 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
99	Output15 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
100	Output15 Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT Switch	C		W		
100	Output15 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		
100	Output15 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
100	Output15 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
101	Output15 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
101	Output15 Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT Switch	C		W		
101	Output15 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
101	Output15 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
102	Output15 Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT Switch	C		W		
102	Output15 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
102	Output15 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
102	Output15 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
102	Output15 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
102	Output15 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
103	Output15 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
103	Output15 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
103	Output15 Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C	R	W	T	U
103	Output15 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
103	Output15 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
104	Output15 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
104	Output15 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
104	Output15 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
104	Output15 Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT Switch	C	R	W	T	U
105	Output16 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
105	Output16 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
105	Output16 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
105	Output16 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
105	Output15 Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
105	Output15 Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT Switch	C	R	W	T	U
106	Output15 Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
106	Output16 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
106	Output16 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
106	Output15 Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT Switch	C	R	W	T	U
106	Output16 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
107	Output16 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
107	Output16 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
107	Output15 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
107	Output15 Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT Enable	C		W		
108	Output15 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
108	Output15 Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT Switch	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
108	Output16 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
108	Output16 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
109	Output16 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
109	Output16 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
109	Output15 Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT Scaling	C		W		
109	Output16 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
109	Output16 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
110	Output16 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
110	Output16 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
110	Output16 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
110	Output15 Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT Scaling	C		W		
111	Output15 Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT Heat Cool	C		W		
111	Output16 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
111	Output16 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
112	Output17 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
112	Output17 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
112	Output17 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
112	Output17 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
112	Output17 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
113	Output17 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
113	Output17 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
113	Output17 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
113	Output17 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
114	Output17 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		
114	Output17 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
114	Output17 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
115	Output17 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
115	Output17 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
115	Output17 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
116	Output17 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
116	Output17 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
116	Output17 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
116	Output17 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
116	Output17 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
117	Output17 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
117	Output17 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
117	Output17 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
117	Output17 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
118	Output17 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
118	Output17 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
118	Output17 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
119	Output18 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
119	Output18 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
119	Output17 Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
119	Output18 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
119	Output18 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
120	Output18 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
120	Output18 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
120	Output18 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
120	Output17 Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
121	Output18 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
121	Output17 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
121	Output18 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
122	Output18 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
122	Output18 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
122	Output17 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
123	Output18 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
123	Output18 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
123	Output18 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
123	Output18 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
124	Output18 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
124	Output18 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
124	Output18 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
125	Output18 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
125	Output18 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
126	Output19 Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT Switch	C	R	W		
126	Output19 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
126	Output19 Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT Switch	C	R	W		
126	Output19 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
126	Output19 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
126	Output19 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
126	Output19 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
127	Output19 Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C		W		
127	Output19 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
127	Output19 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
127	Output19 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
127	Output19 Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C		W		
127	Output19 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
128	Output19 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
128	Output19 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
128	Output19 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
128	Output19 Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT Switch	C		W		
128	Output19 Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT Switch	C		W		
129	Output19 Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT Switch	C		W		
129	Output19 Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT Switch	C		W		
129	Output19 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
129	Output19 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
129	Output19 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
130	Output19 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
130	Output19 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
130	Output19 Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT Switch	C		W		
130	Output19 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
130	Output19 Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT Switch	C		W		
130	Output19 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
130	Output19 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
131	Output19 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
131	Output19 Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C	R	W	T	U
131	Output19 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
131	Output19 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
131	Output19 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
131	Output19 Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C	R	W	T	U
132	Output19 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
132	Output19 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
132	Output19 Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT Switch	C	R	W	T	U
132	Output19 Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT Switch	C	R	W	T	U
132	Output19 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
133	Output19 Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT Switch	C	R	W	T	U
133	Output19 Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT Switch	C	R	W	T	U
133	Output20 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
133	Output19 Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
133	Output20 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
133	Output20 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
133	Output20 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
134	Output20 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
134	Output20 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
134	Output19 Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT Switch	C	R	W	T	U
134	Output19 Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT Switch	C	R	W	T	U
134	Output19 Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
134	Output20 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
135	Output20 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
135	Output19 Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT Enable	C		W		
135	Output20 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
135	Output19 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
135	Output19 Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT Enable	C		W		
136	Output19 Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT Switch	C	R	W	T	U
136	Output19 Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT Switch	C	R	W	T	U
136	Output20 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
136	Output19 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
136	Output20 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
137	Output20 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
137	Output19 Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT Scaling	C		W		
137	Output20 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
137	Output20 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
137	Output20 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
137	Output19 Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT Scaling	C		W		
138	Output19 Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT Scaling	C		W		
138	Output19 Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT Scaling	C		W		
138	Output20 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
138	Output20 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
138	Output20 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
139	Output19 Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT Heat Cool	C		W		
139	Output19 Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT Heat Cool	C		W		
139	Output20 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
139	Output20 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
140	Output21 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
140	Output21 Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT Switch	C	R	W		
140	Output21 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
140	Output21 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
140	Output21 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
140	Output21 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
141	Output21 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
141	Output21 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
141	Output21 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
141	Output21 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
141	Output19 Cooling Actuating Value Feedback counter alarm	Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
141	Output21 Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C		W		
141	Output19 Heating Actuating Value Feedback counter alarm	Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
142	Output21 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
142	Output21 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		
142	Output21 Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT Switch	C		W		
142	Output21 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
143	Output21 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
143	Output21 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
143	Output21 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
143	Output21 Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT Switch	C		W		
144	Output21 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
144	Output21 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
144	Output21 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
144	Output21 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
144	Output21 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
144	Output21 Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT Switch	C		W		
145	Output21 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
145	Output21 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
145	Output21 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
145	Output21 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
145	Output21 Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT Value 1 Ucount	C	R	W	T	U
146	Output21 Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT Switch	C	R	W	T	U
146	Output21 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
146	Output21 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
146	Output21 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
147	Output22 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
147	Output21 Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT Switch	C	R	W	T	U
147	Output22 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
147	Output22 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
147	Output22 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
147	Output21 Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
148	Output22 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
148	Output22 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
148	Output21 Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
148	Output22 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
148	Output21 Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT Switch	C	R	W	T	U
149	Output21 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
149	Output22 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
149	Output22 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
149	Output21 Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT Enable	C		W		
150	Output22 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
150	Output22 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
150	Output21 Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT Switch	C	R	W	T	U
150	Output21 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
151	Output22 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
151	Output22 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
151	Output22 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
151	Output22 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
151	Output21 Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT Scaling	C		W		
152	Output22 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
152	Output21 Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT Scaling	C		W		
152	Output22 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
152	Output22 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
153	Output22 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
153	Output21 Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT Heat Cool	C		W		
153	Output22 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
154	Output23 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
154	Output23 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
154	Output23 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
154	Output23 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
154	Output23 Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
155	Output23 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
155	Output23 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
155	Output23 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
155	Output23 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
156	Output23 Step/Stop	Step/Stop	1 Bit	[1.7] DPT Step	C		W		
156	Output23 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
156	Output23 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
157	Output23 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
157	Output23 Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
157	Output23 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
158	Output23 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
158	Output23 Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
158	Output23 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
158	Output23 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
158	Output23 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
159	Output23 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
159	Output23 Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT Alarm	C		W	T	U
159	Output23 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
159	Output23 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
160	Output23 Slat Position	Slat Position	1 Byte	[5.1] DPT Scaling	C		W		
160	Output23 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
160	Output23 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
161	Output24 Switching	Switching On/Off	1 Bit	[1.1] DPT Switch	C		W		
161	Output24 Flashing	Flashing Enable	1 Bit	[1.3] DPT Enable	C		W		
161	Output24 Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT Scaling	C		W		
161	Output24 Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT Switch	C		W		
161	Output23 Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT Scaling	C		W		
162	Output24 Switching	Feedback	1 Bit	[1.1] DPT Switch	C	R	W	T	U
162	Output24 Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
162	Output24 Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT Switch	C	R	W	T	U
162	Output23 Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
163	Output24 Logic	Logic Input	1 Bit	[1.2] DPT Bool	C		W		
163	Output23 Moving Status	Moving Status	1 Bit	[1.11] DPT State	C	R	W	T	U
163	Output24 Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT Bool	C	R	W	T	U
164	Output24 Working hours counter alarm	Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
164	Output23 Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
164	Output24 Working Hours	Reset Counter	1 Bit	[1.15] DPT Reset	C		W		
165	Output24 Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
165	Output24 Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
165	Output24 Working hours counter	Working hours counter (second)	4 Bytes	[13.100] DPT LongDeltaTimeSec	C	R	W	T	U
165	Output24 Working hours counter	Working hours counter (hour)	2 Bytes	[7.7] DPT TimePeriodHrs	C	R	W	T	U
166	Output24 Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT Alarm	C	R	W	T	U
166	Output24 Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT Bool	C	R	W		
166	Output24 Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT Bool	C	R	W		
167	Output24 Forced Mode	Forced Mode	1 Bit	[1.2] DPT Bool	C	R	W		
167	Output24 Scene	Scene	1 Byte	[18.1] DPT SceneControl	C		W		
168	Central Continuous ON	On/Off	1 Bit	[1.3] DPT Enable	C		W		
169	Central Continuous OFF	On/Off	1 Bit	[1.3] DPT Enable	C		W		
170	Central Switching	On/Off	1 Bit	[1.1] DPT Switch	C		W		
171	Central Up/Down	Up/Down	1 Bit	[1.8] DPT UpDown	C		W		
172	Central Position	Position	1 Byte	[5.1] DPT Scaling	C		W		
173	Heating Pump Control	On/Off	1 Bit	[1.11] DPT State	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
180	Logic Gate	Input 1	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
180	Send After Reset	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
180	Send After Reset	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
180	Send After Reset	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
180	Sequencer / Counter Input	Scene Number Input	1 Byte	[17.1] DPT SceneNumber	C		W		
180	Sequencer / Counter Input	1-Bit Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W		
180	X Terminal	Input / Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
180	NOT Gate 1	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
180	X Terminal 1-Byte (LSB)	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
180	Send After Reset	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
180	Send After Reset	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
180	X Terminal 1-Byte (LSB)	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
180	X Terminal	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
180	Send After Reset	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
180	X Terminal 1-Byte (LSB)	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
180	X Terminal Bit 1	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
180	X Terminal Bit 1	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
180	X Terminal	Input	1 Byte	[17.1] DPT SceneNumber	C		W	T	U
180	X Terminal Bit 1	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
180	X Terminal	Input	1 Byte	[5.1] DPT Scaling	C		W	T	U
180	X Terminal	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
180	X Terminal	Input	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	U
180	X Terminal	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
180	X Terminal	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
180	X Terminal	Input / Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
180	X Terminal	Input / Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
180	Scene Actuator	Scene Number Input	1 Byte	[17.1] DPT SceneNumber, [18.1] DPT SceneControl	C		W		
180	X Terminal	Input	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	U
180	X Terminal	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
181	X Terminal Bit 2	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
181	Sequencer / Counter	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
181	Sequencer / Counter	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
181	Sequencer / Counter	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
181	Sequencer / Counter	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
181	Logic Gate	Input 2	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
181	Sequencer / Counter	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
181	Scene Actuator	Output 1	1 Byte	[5.1] DPT Scaling	C		W	T	
181	Sequencer / Counter	Output 1	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
181	Sequencer / Counter	Output 1	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
181	Sequencer / Counter	Output 1	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
181	Sequencer / Counter	Output 1	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
181	X Terminal Bit 2	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
181	X Terminal Bit 2	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
181	X Terminal 1-Byte (MSB)	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
181	Sequencer / Counter	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
181	X Terminal 1-Byte (MSB)	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
181	NOT Gate 2	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
181	X Terminal 1-Byte (MSB)	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
181	Sequencer / Counter	Output 1	1 Byte	[5.1] DPT Scaling	C	R	W	T	
181	Sequencer / Counter	Output 1	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
181	Scene Actuator	Output 1	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
181	Scene Actuator	Output 1	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
181	Scene Actuator	Output 1	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
181	Scene Actuator	Output 1	1 Byte	[17.1] DPT SceneNumber	C		W	T	
181	Scene Actuator	Output 1	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
182	X Terminal Bit 3	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
182	X Terminal Bit 3	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
182	Sequencer / Counter	Output 2	1 Byte	[5.1] DPT Scaling	C	R	W	T	
182	Sequencer / Counter	Output 2	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
182	Sequencer / Counter	Output 2	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
182	X Terminal Bit 3	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
182	NOT Gate 3	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
182	Logic Gate	Input 3	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
182	Scene Actuator	Output 2	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
182	Sequencer / Counter	Output 2	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
182	Scene Actuator	Output 2	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
182	Scene Actuator	Output 2	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
182	Scene Actuator	Output 2	1 Byte	[5.1] DPT Scaling	C		W	T	
182	Scene Actuator	Output 2	1 Byte	[17.1] DPT SceneNumber	C		W	T	
182	Scene Actuator	Output 2	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
182	Sequencer / Counter	Output 2	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
182	Sequencer / Counter	Output 2	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
183	Sequencer / Counter	Output 3	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
183	Scene Actuator	Output 3	1 Byte	[17.1] DPT SceneNumber	C		W	T	
183	Scene Actuator	Output 3	1 Byte	[5.1] DPT Scaling	C		W	T	
183	X Terminal Bit 4	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
183	NOT Gate 4	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
183	Sequencer / Counter	Output 3	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
183	Scene Actuator	Output 3	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
183	Sequencer / Counter	Output 3	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
183	Sequencer / Counter	Output 3	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
183	Sequencer / Counter	Output 3	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
183	Scene Actuator	Output 3	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
183	Scene Actuator	Output 3	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
183	X Terminal Bit 4	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
183	X Terminal Bit 4	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
183	Logic Gate	Input 4	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
183	Scene Actuator	Output 3	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
183	Sequencer / Counter	Output 3	1 Byte	[5.1] DPT Scaling	C	R	W	T	
184	Scene Actuator	Output 4	1 Byte	[17.1] DPT SceneNumber	C		W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
184	Scene Actuator	Output 4	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
184	X Terminal Bit 5	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
184	Scene Actuator	Output 4	1 Byte	[5.1] DPT Scaling	C		W	T	
184	Scene Actuator	Output 4	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
184	Sequencer / Counter	Output 4	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
184	X Terminal Bit 5	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
184	Scene Actuator	Output 4	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
184	Logic Gate	Input 5	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
184	Sequencer / Counter	Output 4	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
184	Sequencer / Counter	Output 4	1 Byte	[5.1] DPT Scaling	C	R	W	T	
184	Sequencer / Counter	Output 4	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
184	Sequencer / Counter	Output 4	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
184	X Terminal Bit 5	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
184	Sequencer / Counter	Output 4	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
184	Scene Actuator	Output 4	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
184	NOT Gate 1	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
185	X Terminal Bit 6	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
185	Logic Gate	Input 6	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
185	Scene Actuator	Output 5	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
185	Sequencer / Counter	Output 5	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
185	Sequencer / Counter	Output 5	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
185	X Terminal Bit 6	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
185	NOT Gate 2	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
185	Scene Actuator	Output 5	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
185	Sequencer / Counter	Output 5	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
185	Scene Actuator	Output 5	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
185	Scene Actuator	Output 5	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
185	Scene Actuator	Output 5	1 Byte	[17.1] DPT SceneNumber	C		W	T	
185	Sequencer / Counter	Output 5	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
185	Sequencer / Counter	Output 5	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
185	X Terminal Bit 6	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
185	Scene Actuator	Output 5	1 Byte	[5.1] DPT Scaling	C		W	T	
185	Sequencer / Counter	Output 5	1 Byte	[5.1] DPT Scaling	C	R	W	T	
186	Scene Actuator	Output 6	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
186	Scene Actuator	Output 6	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
186	Sequencer / Counter	Additional 1-Bit Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
186	Scene Actuator	Output 6	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
186	Scene Actuator	Output 6	1 Byte	[17.1] DPT SceneNumber	C		W	T	
186	X Terminal Bit 7	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
186	Scene Actuator	Output 6	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
186	Logic Gate	Input 7	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
186	X Terminal Bit 7	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
186	X Terminal Bit 7	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
186	Scene Actuator	Output 6	1 Byte	[5.1] DPT Scaling	C		W	T	
186	NOT Gate 3	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
187	Scene Actuator	Output 7	1 Byte	[17.1] DPT SceneNumber	C		W	T	
187	X Terminal Bit 8	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
187	Scene Actuator	Output 7	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
187	Scene Actuator	Output 7	1 Byte	[5.1] DPT Scaling	C		W	T	
187	Scene Actuator	Output 7	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
187	X Terminal Bit 8	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
187	X Terminal Bit 8	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
187	Scene Actuator	Output 7	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
187	NOT Gate 4	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
187	Scene Actuator	Output 7	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
187	Logic Gate	Input 8	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
188	Y Terminal 1-Byte	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
188	Scene Actuator	Output 8	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
188	Scene Actuator	Output 8	1 Byte	[17.1] DPT SceneNumber	C		W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
188	Scene Actuator	Output 8	1 Byte	[5.1] DPT Scaling	C		W	T	
188	Scene Actuator	Output 8	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
188	Scene Actuator	Output 8	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
188	Scene Actuator	Output 8	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
188	Y Terminal 2-Byte	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
188	Y Terminal	Input / Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
188	Y Terminal	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
188	Y Terminal	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
188	Y Terminal 1-Byte	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
188	Y Terminal	Input / Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
188	Y Terminal	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
188	Y Terminal	Input / Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
188	Y Terminal	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
188	Y Terminal 1-Byte	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
188	Logic Gate	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
188	Y Terminal 2-Byte	Input	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	U
188	Logic Gate	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
188	Logic Gate	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
188	Y Terminal	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
188	Logic Gate	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
188	Y Terminal	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
188	Logic Gate	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
188	Logic Gate	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
188	Y Terminal	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
188	Y Terminal	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
188	Y Terminal	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
188	Y Terminal 2-Byte	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
189	Lock	Lock Channel	1 Bit	[1.3] DPT Enable	C	R	W	T	U
191	Logic Gate	Input 1	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
191	NOT Gate 1	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
191	Sequencer / Counter Input	1-Bit Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W		
191	Send After Reset	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
191	Sequencer / Counter Input	Scene Number Input	1 Byte	[17.1] DPT SceneNumber	C		W		
191	Send After Reset	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
191	X Terminal	Input / Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
191	Send After Reset	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
191	X Terminal Bit 1	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
191	Scene Actuator	Scene Number Input	1 Byte	[17.1] DPT SceneNumber, [18.1] DPT SceneControl	C		W		
191	X Terminal Bit 1	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
191	Send After Reset	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
191	X Terminal Bit 1	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
191	X Terminal 1-Byte (LSB)	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
191	X Terminal	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
191	X Terminal	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
191	X Terminal	Input / Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
191	Send After Reset	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
191	X Terminal	Input / Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
191	X Terminal	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
191	Send After Reset	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
191	X Terminal 1-Byte (LSB)	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
191	X Terminal	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
191	X Terminal	Input	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	U
191	X Terminal	Input	1 Byte	[17.1] DPT SceneNumber	C		W	T	U
191	X Terminal	Input	1 Byte	[5.1] DPT Scaling	C		W	T	U
191	X Terminal 1-Byte (LSB)	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
191	X Terminal	Input	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	U
191	X Terminal	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
192	Sequencer / Counter	Output 1	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
192	Sequencer / Counter	Output 1	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
192	Sequencer / Counter	Output 1	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
192	Sequencer / Counter	Output 1	1 Byte	[5.1] DPT Scaling	C	R	W	T	
192	Sequencer / Counter	Output 1	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
192	NOT Gate 2	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
192	Sequencer / Counter	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
192	Sequencer / Counter	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
192	Sequencer / Counter	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
192	Logic Gate	Input 2	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
192	Sequencer / Counter	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
192	Sequencer / Counter	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
192	Sequencer / Counter	Output 1	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
192	Scene Actuator	Output 1	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
192	X Terminal Bit 2	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
192	Scene Actuator	Output 1	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
192	X Terminal 1-Byte (MSB)	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
192	X Terminal 1-Byte (MSB)	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
192	X Terminal 1-Byte (MSB)	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
192	X Terminal Bit 2	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
192	Scene Actuator	Output 1	1 Byte	[17.1] DPT SceneNumber	C		W	T	
192	Scene Actuator	Output 1	1 Byte	[5.1] DPT Scaling	C		W	T	
192	Scene Actuator	Output 1	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
192	Sequencer / Counter	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
192	X Terminal Bit 2	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
192	Scene Actuator	Output 1	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
193	Sequencer / Counter	Output 2	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
193	X Terminal Bit 3	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
193	X Terminal Bit 3	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
193	Sequencer / Counter	Output 2	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
193	Sequencer / Counter	Output 2	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
193	Sequencer / Counter	Output 2	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
193	Sequencer / Counter	Output 2	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
193	Sequencer / Counter	Output 2	1 Byte	[5.1] DPT Scaling	C	R	W	T	
193	X Terminal Bit 3	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
193	Scene Actuator	Output 2	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
193	Scene Actuator	Output 2	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
193	Scene Actuator	Output 2	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
193	Scene Actuator	Output 2	1 Byte	[5.1] DPT Scaling	C		W	T	
193	Logic Gate	Input 3	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
193	NOT Gate 3	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
193	Scene Actuator	Output 2	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
193	Scene Actuator	Output 2	1 Byte	[17.1] DPT SceneNumber	C		W	T	
194	X Terminal Bit 4	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
194	X Terminal Bit 4	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
194	Sequencer / Counter	Output 3	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
194	Scene Actuator	Output 3	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
194	Scene Actuator	Output 3	1 Byte	[17.1] DPT SceneNumber	C		W	T	
194	Scene Actuator	Output 3	1 Byte	[5.1] DPT Scaling	C		W	T	
194	Scene Actuator	Output 3	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
194	Scene Actuator	Output 3	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
194	Scene Actuator	Output 3	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
194	X Terminal Bit 4	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
194	Sequencer / Counter	Output 3	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
194	NOT Gate 4	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
194	Sequencer / Counter	Output 3	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
194	Sequencer / Counter	Output 3	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
194	Logic Gate	Input 4	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
194	Sequencer / Counter	Output 3	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
194	Sequencer / Counter	Output 3	1 Byte	[5.1] DPT Scaling	C	R	W	T	
195	NOT Gate 1	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
195	Scene Actuator	Output 4	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
195	Scene Actuator	Output 4	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
195	Scene Actuator	Output 4	1 Byte	[5.1] DPT Scaling	C		W	T	
195	Scene Actuator	Output 4	1 Byte	[17.1] DPT SceneNumber	C		W	T	
195	Scene Actuator	Output 4	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
195	X Terminal Bit 5	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
195	Logic Gate	Input 5	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
195	Scene Actuator	Output 4	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
195	X Terminal Bit 5	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
195	Sequencer / Counter	Output 4	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
195	Sequencer / Counter	Output 4	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
195	Sequencer / Counter	Output 4	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
195	Sequencer / Counter	Output 4	1 Byte	[5.1] DPT Scaling	C	R	W	T	
195	Sequencer / Counter	Output 4	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
195	Sequencer / Counter	Output 4	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
195	X Terminal Bit 5	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
196	X Terminal Bit 6	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
196	X Terminal Bit 6	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
196	NOT Gate 2	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
196	Logic Gate	Input 6	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
196	Scene Actuator	Output 5	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
196	Scene Actuator	Output 5	1 Byte	[17.1] DPT SceneNumber	C		W	T	
196	Sequencer / Counter	Output 5	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
196	Sequencer / Counter	Output 5	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
196	Sequencer / Counter	Output 5	1 Byte	[5.1] DPT Scaling	C	R	W	T	
196	Sequencer / Counter	Output 5	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
196	Sequencer / Counter	Output 5	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
196	Scene Actuator	Output 5	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
196	Sequencer / Counter	Output 5	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
196	Scene Actuator	Output 5	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
196	Scene Actuator	Output 5	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
196	Scene Actuator	Output 5	1 Byte	[5.1] DPT Scaling	C		W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
196	X Terminal Bit 6	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
197	Scene Actuator	Output 6	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
197	Scene Actuator	Output 6	1 Byte	[5.1] DPT Scaling	C		W	T	
197	Logic Gate	Input 7	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
197	Scene Actuator	Output 6	1 Byte	[17.1] DPT SceneNumber	C		W	T	
197	Scene Actuator	Output 6	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
197	X Terminal Bit 7	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
197	Scene Actuator	Output 6	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
197	Scene Actuator	Output 6	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
197	NOT Gate 3	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
197	Sequencer / Counter	Additional 1-Bit Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
197	X Terminal Bit 7	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
197	X Terminal Bit 7	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
198	Scene Actuator	Output 7	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
198	X Terminal Bit 8	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
198	Scene Actuator	Output 7	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
198	Logic Gate	Input 8	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
198	NOT Gate 4	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
198	X Terminal Bit 8	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
198	Scene Actuator	Output 7	1 Byte	[5.1] DPT Scaling	C		W	T	
198	Scene Actuator	Output 7	1 Byte	[17.1] DPT SceneNumber	C		W	T	
198	Scene Actuator	Output 7	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
198	X Terminal Bit 8	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
198	Scene Actuator	Output 7	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
199	Y Terminal 1-Byte	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
199	Y Terminal 1-Byte	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
199	Scene Actuator	Output 8	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
199	Scene Actuator	Output 8	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
199	Scene Actuator	Output 8	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
199	Scene Actuator	Output 8	1 Byte	[5.1] DPT Scaling	C		W	T	
199	Scene Actuator	Output 8	1 Byte	[17.1] DPT SceneNumber	C		W	T	
199	Y Terminal	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
199	Scene Actuator	Output 8	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
199	Y Terminal	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
199	Y Terminal	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
199	Y Terminal	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
199	Y Terminal	Input / Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
199	Logic Gate	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
199	Logic Gate	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
199	Logic Gate	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
199	Logic Gate	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
199	Y Terminal	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
199	Y Terminal	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
199	Y Terminal	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
199	Y Terminal	Input / Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
199	Y Terminal	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
199	Y Terminal 2-Byte	Input	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	U
199	Y Terminal 2-Byte	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
199	Y Terminal 1-Byte	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
199	Y Terminal 2-Byte	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
199	Logic Gate	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
199	Y Terminal	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
199	Y Terminal	Input / Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
199	Logic Gate	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
200	Lock	Lock Channel	1 Bit	[1.3] DPT Enable	C	R	W	T	U
202	Send After Reset	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
202	Send After Reset	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
202	X Terminal	Input / Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
202	X Terminal	Input / Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
202	X Terminal	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
202	X Terminal	Input	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	U
202	X Terminal	Input	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	U
202	X Terminal	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
202	Send After Reset	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
202	Scene Actuator	Scene Number Input	1 Byte	[17.1] DPT SceneNumber, [18.1] DPT SceneControl	C		W		
202	Send After Reset	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
202	Send After Reset	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
202	Send After Reset	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
202	X Terminal	Input	1 Byte	[5.1] DPT Scaling	C		W	T	U
202	X Terminal	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
202	X Terminal	Input	1 Byte	[17.1] DPT SceneNumber	C		W	T	U
202	NOT Gate 1	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
202	X Terminal	Input / Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
202	X Terminal Bit 1	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
202	Sequencer / Counter Input	1-Bit Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W		
202	Sequencer / Counter Input	Scene Number Input	1 Byte	[17.1] DPT SceneNumber	C		W		
202	Logic Gate	Input 1	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
202	X Terminal Bit 1	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
202	X Terminal Bit 1	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
202	X Terminal 1-Byte (LSB)	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
202	X Terminal 1-Byte (LSB)	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
202	X Terminal 1-Byte (LSB)	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
202	X Terminal	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
202	X Terminal	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
203	Logic Gate	Input 2	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
203	Sequencer / Counter	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
203	Sequencer / Counter	Output 1	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
203	Sequencer / Counter	Output 1	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
203	Sequencer / Counter	Output 1	1 Byte	[5.1] DPT Scaling	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
203	Sequencer / Counter	Output 1	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
203	Sequencer / Counter	Output 1	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
203	Sequencer / Counter	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
203	Sequencer / Counter	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
203	Sequencer / Counter	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
203	NOT Gate 2	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
203	Sequencer / Counter	Output 1	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
203	Sequencer / Counter	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
203	X Terminal Bit 2	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
203	Scene Actuator	Output 1	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
203	Scene Actuator	Output 1	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
203	Scene Actuator	Output 1	1 Byte	[5.1] DPT Scaling	C		W	T	
203	Scene Actuator	Output 1	1 Byte	[17.1] DPT SceneNumber	C		W	T	
203	X Terminal Bit 2	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
203	Sequencer / Counter	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
203	X Terminal Bit 2	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
203	Scene Actuator	Output 1	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
203	Scene Actuator	Output 1	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
203	X Terminal 1-Byte (MSB)	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
203	X Terminal 1-Byte (MSB)	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
203	X Terminal 1-Byte (MSB)	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
204	Scene Actuator	Output 2	1 Byte	[17.1] DPT SceneNumber	C		W	T	
204	Scene Actuator	Output 2	1 Byte	[5.1] DPT Scaling	C		W	T	
204	Scene Actuator	Output 2	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
204	Scene Actuator	Output 2	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
204	Scene Actuator	Output 2	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
204	Sequencer / Counter	Output 2	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
204	Sequencer / Counter	Output 2	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
204	Sequencer / Counter	Output 2	1 Byte	[5.1] DPT Scaling	C	R	W	T	
204	Sequencer / Counter	Output 2	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
204	NOT Gate 3	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
204	Sequencer / Counter	Output 2	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
204	Sequencer / Counter	Output 2	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
204	Scene Actuator	Output 2	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
204	X Terminal Bit 3	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
204	X Terminal Bit 3	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
204	Logic Gate	Input 3	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
204	X Terminal Bit 3	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
205	Sequencer / Counter	Output 3	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
205	X Terminal Bit 4	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
205	Sequencer / Counter	Output 3	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
205	Logic Gate	Input 4	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
205	X Terminal Bit 4	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
205	NOT Gate 4	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
205	Sequencer / Counter	Output 3	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
205	Sequencer / Counter	Output 3	1 Byte	[5.1] DPT Scaling	C	R	W	T	
205	Scene Actuator	Output 3	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
205	X Terminal Bit 4	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
205	Scene Actuator	Output 3	1 Byte	[17.1] DPT SceneNumber	C		W	T	
205	Scene Actuator	Output 3	1 Byte	[5.1] DPT Scaling	C		W	T	
205	Scene Actuator	Output 3	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
205	Scene Actuator	Output 3	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
205	Sequencer / Counter	Output 3	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
205	Sequencer / Counter	Output 3	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
205	Scene Actuator	Output 3	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
206	Sequencer / Counter	Output 4	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
206	Sequencer / Counter	Output 4	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
206	Sequencer / Counter	Output 4	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
206	X Terminal Bit 5	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
206	X Terminal Bit 5	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
206	Sequencer / Counter	Output 4	1 Byte	[5.1] DPT Scaling	C	R	W	T	
206	X Terminal Bit 5	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
206	Scene Actuator	Output 4	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
206	Sequencer / Counter	Output 4	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
206	Scene Actuator	Output 4	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
206	Scene Actuator	Output 4	1 Byte	[17.1] DPT SceneNumber	C		W	T	
206	Scene Actuator	Output 4	1 Byte	[5.1] DPT Scaling	C		W	T	
206	Scene Actuator	Output 4	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
206	Sequencer / Counter	Output 4	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
206	Logic Gate	Input 5	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
206	Scene Actuator	Output 4	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
206	NOT Gate 1	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
207	Scene Actuator	Output 5	1 Byte	[5.1] DPT Scaling	C		W	T	
207	Scene Actuator	Output 5	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
207	Scene Actuator	Output 5	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
207	NOT Gate 2	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
207	X Terminal Bit 6	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
207	Scene Actuator	Output 5	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
207	X Terminal Bit 6	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
207	Scene Actuator	Output 5	1 Byte	[17.1] DPT SceneNumber	C		W	T	
207	X Terminal Bit 6	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
207	Sequencer / Counter	Output 5	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
207	Logic Gate	Input 6	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
207	Sequencer / Counter	Output 5	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
207	Sequencer / Counter	Output 5	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
207	Sequencer / Counter	Output 5	1 Byte	[5.1] DPT Scaling	C	R	W	T	
207	Sequencer / Counter	Output 5	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
207	Scene Actuator	Output 5	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
207	Sequencer / Counter	Output 5	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
208	Sequencer / Counter	Additional 1-Bit Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
208	Scene Actuator	Output 6	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
208	Scene Actuator	Output 6	1 Byte	[17.1] DPT SceneNumber	C		W	T	
208	Scene Actuator	Output 6	1 Byte	[5.1] DPT Scaling	C		W	T	
208	Scene Actuator	Output 6	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
208	Scene Actuator	Output 6	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
208	Scene Actuator	Output 6	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
208	Logic Gate	Input 7	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
208	NOT Gate 3	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
208	X Terminal Bit 7	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
208	X Terminal Bit 7	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
208	X Terminal Bit 7	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
209	Scene Actuator	Output 7	1 Byte	[17.1] DPT SceneNumber	C		W	T	
209	Scene Actuator	Output 7	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
209	Scene Actuator	Output 7	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
209	Scene Actuator	Output 7	1 Byte	[5.1] DPT Scaling	C		W	T	
209	X Terminal Bit 8	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
209	Logic Gate	Input 8	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
209	Scene Actuator	Output 7	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
209	Scene Actuator	Output 7	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
209	NOT Gate 4	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
209	X Terminal Bit 8	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
209	X Terminal Bit 8	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
210	Y Terminal 2-Byte	Input	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	U
210	Y Terminal 2-Byte	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
210	Y Terminal 2-Byte	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
210	Y Terminal	Input / Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
210	Y Terminal 1-Byte	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
210	Scene Actuator	Output 8	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
210	Scene Actuator	Output 8	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
210	Y Terminal 1-Byte	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
210	Scene Actuator	Output 8	1 Byte	[5.1] DPT Scaling	C		W	T	
210	Scene Actuator	Output 8	1 Byte	[17.1] DPT SceneNumber	C		W	T	
210	Scene Actuator	Output 8	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
210	Scene Actuator	Output 8	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
210	Y Terminal 1-Byte	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
210	Y Terminal	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
210	Logic Gate	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
210	Y Terminal	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
210	Logic Gate	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
210	Y Terminal	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
210	Y Terminal	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
210	Y Terminal	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
210	Y Terminal	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
210	Y Terminal	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
210	Y Terminal	Input / Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
210	Y Terminal	Input / Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
210	Logic Gate	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
210	Y Terminal	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
210	Y Terminal	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
210	Logic Gate	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
210	Logic Gate	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
210	Logic Gate	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
211	Lock	Lock Channel	1 Bit	[1.3] DPT Enable	C	R	W	T	U
213	X Terminal Bit 1	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
213	X Terminal Bit 1	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
213	X Terminal Bit 1	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
213	X Terminal 1-Byte (LSB)	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
213	X Terminal	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
213	X Terminal	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
213	X Terminal	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
213	Scene Actuator	Scene Number Input	1 Byte	[17.1] DPT SceneNumber, [18.1] DPT SceneControl	C		W		
213	Logic Gate	Input 1	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
213	X Terminal	Input / Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
213	NOT Gate 1	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
213	X Terminal	Input / Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
213	X Terminal	Input / Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
213	X Terminal 1-Byte (LSB)	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
213	Send After Reset	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
213	Send After Reset	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
213	Send After Reset	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
213	Send After Reset	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
213	Send After Reset	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
213	X Terminal 1-Byte (LSB)	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
213	Sequencer / Counter Input	1-Bit Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W		
213	Send After Reset	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
213	X Terminal	Input	1 Byte	[17.1] DPT SceneNumber	C		W	T	U
213	X Terminal	Input	1 Byte	[5.1] DPT Scaling	C		W	T	U
213	X Terminal	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
213	X Terminal	Input	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	U
213	X Terminal	Input	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	U
213	X Terminal	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
213	Sequencer / Counter Input	Scene Number Input	1 Byte	[17.1] DPT SceneNumber	C		W		
214	Scene Actuator	Output 1	1 Byte	[17.1] DPT SceneNumber	C		W	T	
214	Scene Actuator	Output 1	1 Byte	[5.1] DPT Scaling	C		W	T	
214	Scene Actuator	Output 1	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
214	Scene Actuator	Output 1	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
214	Scene Actuator	Output 1	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
214	Scene Actuator	Output 1	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
214	Logic Gate	Input 2	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
214	NOT Gate 2	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
214	Sequencer / Counter	Output 1	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
214	Sequencer / Counter	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
214	X Terminal 1-Byte (MSB)	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
214	X Terminal 1-Byte (MSB)	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
214	X Terminal 1-Byte (MSB)	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
214	Sequencer / Counter	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
214	X Terminal Bit 2	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
214	Sequencer / Counter	Output 1	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
214	Sequencer / Counter	Output 1	1 Byte	[5.1] DPT Scaling	C	R	W	T	
214	Sequencer / Counter	Output 1	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
214	Sequencer / Counter	Output 1	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
214	X Terminal Bit 2	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
214	X Terminal Bit 2	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
214	Sequencer / Counter	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
214	Sequencer / Counter	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
214	Sequencer / Counter	Output 1	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
214	Sequencer / Counter	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
214	Sequencer / Counter	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
215	Scene Actuator	Output 2	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
215	Scene Actuator	Output 2	1 Byte	[5.1] DPT Scaling	C		W	T	
215	X Terminal Bit 3	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
215	Sequencer / Counter	Output 2	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
215	Sequencer / Counter	Output 2	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
215	Sequencer / Counter	Output 2	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
215	Sequencer / Counter	Output 2	1 Byte	[5.1] DPT Scaling	C	R	W	T	
215	Sequencer / Counter	Output 2	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
215	Sequencer / Counter	Output 2	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
215	X Terminal Bit 3	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
215	Scene Actuator	Output 2	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
215	Logic Gate	Input 3	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
215	NOT Gate 3	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
215	Scene Actuator	Output 2	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
215	Scene Actuator	Output 2	1 Byte	[17.1] DPT SceneNumber	C		W	T	
215	Scene Actuator	Output 2	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
215	X Terminal Bit 3	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
216	Scene Actuator	Output 3	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
216	X Terminal Bit 4	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
216	X Terminal Bit 4	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
216	NOT Gate 4	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
216	Scene Actuator	Output 3	1 Byte	[5.1] DPT Scaling	C		W	T	
216	Scene Actuator	Output 3	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
216	Sequencer / Counter	Output 3	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
216	Sequencer / Counter	Output 3	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
216	Scene Actuator	Output 3	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
216	Scene Actuator	Output 3	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
216	Logic Gate	Input 4	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
216	Scene Actuator	Output 3	1 Byte	[17.1] DPT SceneNumber	C		W	T	
216	Sequencer / Counter	Output 3	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
216	Sequencer / Counter	Output 3	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
216	Sequencer / Counter	Output 3	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
216	Sequencer / Counter	Output 3	1 Byte	[5.1] DPT Scaling	C	R	W	T	
216	X Terminal Bit 4	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
217	X Terminal Bit 5	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
217	X Terminal Bit 5	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
217	Sequencer / Counter	Output 4	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
217	Sequencer / Counter	Output 4	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
217	Sequencer / Counter	Output 4	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
217	Sequencer / Counter	Output 4	1 Byte	[5.1] DPT Scaling	C	R	W	T	
217	Sequencer / Counter	Output 4	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
217	Sequencer / Counter	Output 4	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
217	X Terminal Bit 5	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
217	Scene Actuator	Output 4	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
217	NOT Gate 1	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
217	Logic Gate	Input 5	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
217	Scene Actuator	Output 4	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
217	Scene Actuator	Output 4	1 Byte	[17.1] DPT SceneNumber	C		W	T	
217	Scene Actuator	Output 4	1 Byte	[5.1] DPT Scaling	C		W	T	
217	Scene Actuator	Output 4	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
217	Scene Actuator	Output 4	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
218	Scene Actuator	Output 5	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
218	NOT Gate 2	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
218	Logic Gate	Input 6	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
218	X Terminal Bit 6	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
218	X Terminal Bit 6	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
218	Scene Actuator	Output 5	1 Byte	[17.1] DPT SceneNumber	C		W	T	
218	Scene Actuator	Output 5	1 Byte	[5.1] DPT Scaling	C		W	T	
218	X Terminal Bit 6	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
218	Sequencer / Counter	Output 5	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
218	Sequencer / Counter	Output 5	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
218	Sequencer / Counter	Output 5	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
218	Sequencer / Counter	Output 5	1 Byte	[5.1] DPT Scaling	C	R	W	T	
218	Sequencer / Counter	Output 5	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
218	Sequencer / Counter	Output 5	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
218	Scene Actuator	Output 5	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
218	Scene Actuator	Output 5	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
218	Scene Actuator	Output 5	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
219	NOT Gate 3	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
219	Scene Actuator	Output 6	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
219	Scene Actuator	Output 6	1 Byte	[5.1] DPT Scaling	C		W	T	
219	Logic Gate	Input 7	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
219	Scene Actuator	Output 6	1 Byte	[17.1] DPT SceneNumber	C		W	T	
219	X Terminal Bit 7	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
219	Scene Actuator	Output 6	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
219	Sequencer / Counter	Additional 1-Bit Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
219	X Terminal Bit 7	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
219	Scene Actuator	Output 6	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
219	X Terminal Bit 7	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
219	Scene Actuator	Output 6	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
220	X Terminal Bit 8	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
220	Scene Actuator	Output 7	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
220	X Terminal Bit 8	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
220	Scene Actuator	Output 7	1 Byte	[5.1] DPT Scaling	C		W	T	
220	Scene Actuator	Output 7	1 Byte	[17.1] DPT SceneNumber	C		W	T	
220	Logic Gate	Input 8	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
220	Scene Actuator	Output 7	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
220	X Terminal Bit 8	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
220	Scene Actuator	Output 7	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
220	Scene Actuator	Output 7	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
220	NOT Gate 4	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
221	Scene Actuator	Output 8	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
221	Scene Actuator	Output 8	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
221	Scene Actuator	Output 8	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
221	Scene Actuator	Output 8	1 Byte	[17.1] DPT SceneNumber	C		W	T	
221	Y Terminal 2-Byte	Input	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
221	Y Terminal 2-Byte	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
221	Y Terminal 2-Byte	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
221	Y Terminal 1-Byte	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
221	Scene Actuator	Output 8	1 Byte	[5.1] DPT Scaling	C		W	T	
221	Y Terminal 1-Byte	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
221	Logic Gate	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
221	Scene Actuator	Output 8	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
221	Y Terminal	Input / Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
221	Y Terminal	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
221	Y Terminal	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
221	Y Terminal 1-Byte	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
221	Logic Gate	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
221	Logic Gate	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
221	Logic Gate	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
221	Y Terminal	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
221	Logic Gate	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
221	Y Terminal	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
221	Logic Gate	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
221	Y Terminal	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
221	Y Terminal	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
221	Y Terminal	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
221	Y Terminal	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
221	Y Terminal	Input / Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
221	Y Terminal	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
221	Y Terminal	Input / Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
222	Lock	Lock Channel	1 Bit	[1.3] DPT Enable	C	R	W	T	U
224	Send After Reset	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
224	X Terminal	Input	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	U
224	X Terminal	Input	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	U
224	X Terminal	Input	1 Byte	[17.1] DPT SceneNumber	C		W	T	U
224	X Terminal	Input	1 Byte	[5.1] DPT Scaling	C		W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
224	X Terminal	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
224	Send After Reset	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
224	Send After Reset	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
224	Send After Reset	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
224	X Terminal	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
224	Send After Reset	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
224	X Terminal	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
224	Sequencer / Counter Input	1-Bit Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W		
224	X Terminal Bit 1	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
224	X Terminal Bit 1	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
224	Send After Reset	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
224	Logic Gate	Input 1	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
224	X Terminal 1-Byte (LSB)	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
224	X Terminal	Input / Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
224	Sequencer / Counter Input	Scene Number Input	1 Byte	[17.1] DPT SceneNumber	C		W		
224	X Terminal	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
224	X Terminal	Input / Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
224	X Terminal Bit 1	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
224	NOT Gate 1	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
224	X Terminal	Input / Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
224	X Terminal 1-Byte (LSB)	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
224	X Terminal 1-Byte (LSB)	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
224	X Terminal	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
224	Scene Actuator	Scene Number Input	1 Byte	[17.1] DPT SceneNumber, [18.1] DPT SceneControl	C		W		
225	X Terminal 1-Byte (MSB)	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
225	Scene Actuator	Output 1	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
225	X Terminal 1-Byte (MSB)	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
225	X Terminal 1-Byte (MSB)	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
225	Scene Actuator	Output 1	1 Byte	[17.1] DPT SceneNumber	C		W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
225	Sequencer / Counter	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
225	Scene Actuator	Output 1	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
225	X Terminal Bit 2	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
225	Logic Gate	Input 2	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
225	NOT Gate 2	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
225	X Terminal Bit 2	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
225	Scene Actuator	Output 1	1 Byte	[5.1] DPT Scaling	C		W	T	
225	Sequencer / Counter	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
225	Sequencer / Counter	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
225	Sequencer / Counter	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
225	Sequencer / Counter	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
225	X Terminal Bit 2	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
225	Sequencer / Counter	Output 1	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
225	Sequencer / Counter	Output 1	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
225	Sequencer / Counter	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
225	Sequencer / Counter	Output 1	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
225	Sequencer / Counter	Output 1	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
225	Sequencer / Counter	Output 1	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
225	Scene Actuator	Output 1	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
225	Scene Actuator	Output 1	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
225	Sequencer / Counter	Output 1	1 Byte	[5.1] DPT Scaling	C	R	W	T	
226	Logic Gate	Input 3	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
226	X Terminal Bit 3	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
226	Scene Actuator	Output 2	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
226	Scene Actuator	Output 2	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
226	Scene Actuator	Output 2	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
226	Sequencer / Counter	Output 2	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
226	Scene Actuator	Output 2	1 Byte	[5.1] DPT Scaling	C		W	T	
226	NOT Gate 3	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
226	Sequencer / Counter	Output 2	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
226	Scene Actuator	Output 2	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
226	X Terminal Bit 3	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
226	Sequencer / Counter	Output 2	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
226	Sequencer / Counter	Output 2	1 Byte	[5.1] DPT Scaling	C	R	W	T	
226	Sequencer / Counter	Output 2	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
226	Sequencer / Counter	Output 2	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
226	Scene Actuator	Output 2	1 Byte	[17.1] DPT SceneNumber	C		W	T	
226	X Terminal Bit 3	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
227	Scene Actuator	Output 3	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
227	Scene Actuator	Output 3	1 Byte	[17.1] DPT SceneNumber	C		W	T	
227	Scene Actuator	Output 3	1 Byte	[5.1] DPT Scaling	C		W	T	
227	Scene Actuator	Output 3	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
227	Sequencer / Counter	Output 3	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
227	Scene Actuator	Output 3	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
227	Logic Gate	Input 4	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
227	X Terminal Bit 4	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
227	NOT Gate 4	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
227	Sequencer / Counter	Output 3	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
227	Sequencer / Counter	Output 3	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
227	Sequencer / Counter	Output 3	1 Byte	[5.1] DPT Scaling	C	R	W	T	
227	Sequencer / Counter	Output 3	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
227	Sequencer / Counter	Output 3	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
227	X Terminal Bit 4	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
227	Scene Actuator	Output 3	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
227	X Terminal Bit 4	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
228	Scene Actuator	Output 4	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
228	Logic Gate	Input 5	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
228	Scene Actuator	Output 4	1 Byte	[17.1] DPT SceneNumber	C		W	T	
228	X Terminal Bit 5	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
228	NOT Gate 1	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
228	X Terminal Bit 5	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
228	Scene Actuator	Output 4	1 Byte	[5.1] DPT Scaling	C		W	T	
228	Scene Actuator	Output 4	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
228	Sequencer / Counter	Output 4	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
228	Scene Actuator	Output 4	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
228	Sequencer / Counter	Output 4	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
228	Sequencer / Counter	Output 4	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
228	Sequencer / Counter	Output 4	1 Byte	[5.1] DPT Scaling	C	R	W	T	
228	Sequencer / Counter	Output 4	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
228	Sequencer / Counter	Output 4	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
228	Scene Actuator	Output 4	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
228	X Terminal Bit 5	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
229	Scene Actuator	Output 5	1 Byte	[17.1] DPT SceneNumber	C		W	T	
229	Scene Actuator	Output 5	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
229	Scene Actuator	Output 5	1 Byte	[5.1] DPT Scaling	C		W	T	
229	Scene Actuator	Output 5	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
229	Scene Actuator	Output 5	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
229	Scene Actuator	Output 5	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
229	Sequencer / Counter	Output 5	1 Byte	[5.1] DPT Scaling	C	R	W	T	
229	X Terminal Bit 6	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
229	Sequencer / Counter	Output 5	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
229	Sequencer / Counter	Output 5	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
229	Sequencer / Counter	Output 5	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
229	Sequencer / Counter	Output 5	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
229	Sequencer / Counter	Output 5	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
229	NOT Gate 2	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
229	X Terminal Bit 6	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
229	Logic Gate	Input 6	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
229	X Terminal Bit 6	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
230	Scene Actuator	Output 6	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
230	Scene Actuator	Output 6	1 Byte	[5.1] DPT Scaling	C		W	T	
230	X Terminal Bit 7	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
230	X Terminal Bit 7	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
230	Scene Actuator	Output 6	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
230	Scene Actuator	Output 6	1 Byte	[17.1] DPT SceneNumber	C		W	T	
230	Scene Actuator	Output 6	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
230	Scene Actuator	Output 6	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
230	X Terminal Bit 7	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
230	NOT Gate 3	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
230	Sequencer / Counter	Additional 1-Bit Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
230	Logic Gate	Input 7	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
231	NOT Gate 4	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
231	Logic Gate	Input 8	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
231	X Terminal Bit 8	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
231	Scene Actuator	Output 7	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
231	Scene Actuator	Output 7	1 Byte	[17.1] DPT SceneNumber	C		W	T	
231	Scene Actuator	Output 7	1 Byte	[5.1] DPT Scaling	C		W	T	
231	Scene Actuator	Output 7	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
231	X Terminal Bit 8	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
231	Scene Actuator	Output 7	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
231	Scene Actuator	Output 7	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
231	X Terminal Bit 8	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
232	Y Terminal 1-Byte	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
232	Y Terminal	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
232	Y Terminal	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
232	Y Terminal	Input / Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
232	Y Terminal	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
232	Y Terminal	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
232	Y Terminal 2-Byte	Input	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	U
232	Y Terminal	Input / Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
232	Y Terminal	Input / Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
232	Y Terminal 2-Byte	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
232	Y Terminal	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
232	Y Terminal	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
232	Y Terminal 2-Byte	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
232	Y Terminal	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
232	Y Terminal	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
232	Logic Gate	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
232	Y Terminal	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
232	Logic Gate	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
232	Y Terminal 1-Byte	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
232	Scene Actuator	Output 8	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
232	Scene Actuator	Output 8	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
232	Scene Actuator	Output 8	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
232	Scene Actuator	Output 8	1 Byte	[17.1] DPT SceneNumber	C		W	T	
232	Scene Actuator	Output 8	1 Byte	[5.1] DPT Scaling	C		W	T	
232	Y Terminal 1-Byte	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
232	Logic Gate	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
232	Logic Gate	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
232	Logic Gate	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
232	Logic Gate	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
232	Scene Actuator	Output 8	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
233	Lock	Lock Channel	1 Bit	[1.3] DPT Enable	C	R	W	T	U
235	Send After Reset	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
235	X Terminal	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
235	Send After Reset	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
235	Send After Reset	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
235	X Terminal Bit 1	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
235	X Terminal	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
235	X Terminal Bit 1	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
235	X Terminal	Input	1 Byte	[17.1] DPT SceneNumber	C		W	T	U
235	X Terminal 1-Byte (LSB)	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
235	X Terminal	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
235	Send After Reset	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
235	X Terminal 1-Byte (LSB)	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
235	X Terminal 1-Byte (LSB)	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
235	X Terminal Bit 1	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
235	Send After Reset	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
235	Sequencer / Counter Input	1-Bit Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W		
235	X Terminal	Input	1 Byte	[5.1] DPT Scaling	C		W	T	U
235	Scene Actuator	Scene Number Input	1 Byte	[17.1] DPT SceneNumber, [18.1] DPT SceneControl	C		W		
235	X Terminal	Input / Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
235	X Terminal	Input / Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
235	Send After Reset	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
235	Logic Gate	Input 1	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
235	X Terminal	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
235	NOT Gate 1	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
235	X Terminal	Input / Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U
235	X Terminal	Input	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	U
235	Sequencer / Counter Input	Scene Number Input	1 Byte	[17.1] DPT SceneNumber	C		W		
235	X Terminal	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
235	X Terminal	Input	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	U
236	X Terminal Bit 2	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
236	X Terminal Bit 2	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
236	X Terminal Bit 2	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
236	Sequencer / Counter	Output 1	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
236	Sequencer / Counter	Output 1	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
236	Sequencer / Counter	Output 1	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
236	NOT Gate 2	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
236	Sequencer / Counter	Output 1	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
236	Scene Actuator	Output 1	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
236	Scene Actuator	Output 1	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
236	Scene Actuator	Output 1	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
236	Scene Actuator	Output 1	1 Byte	[5.1] DPT Scaling	C		W	T	
236	Scene Actuator	Output 1	1 Byte	[17.1] DPT SceneNumber	C		W	T	
236	Scene Actuator	Output 1	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
236	Logic Gate	Input 2	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
236	Sequencer / Counter	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
236	Sequencer / Counter	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
236	Sequencer / Counter	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
236	Sequencer / Counter	Output 1	1 Byte	[5.1] DPT Scaling	C	R	W	T	
236	Sequencer / Counter	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
236	Sequencer / Counter	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
236	X Terminal 1-Byte (MSB)	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
236	Sequencer / Counter	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
236	X Terminal 1-Byte (MSB)	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
236	Sequencer / Counter	Output 1	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
236	X Terminal 1-Byte (MSB)	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
237	Sequencer / Counter	Output 2	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
237	Sequencer / Counter	Output 2	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
237	Sequencer / Counter	Output 2	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
237	NOT Gate 3	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
237	Sequencer / Counter	Output 2	1 Byte	[5.1] DPT Scaling	C	R	W	T	
237	Logic Gate	Input 3	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
237	Sequencer / Counter	Output 2	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
237	Sequencer / Counter	Output 2	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
237	Scene Actuator	Output 2	1 Byte	[17.1] DPT SceneNumber	C		W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
237	Scene Actuator	Output 2	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
237	Scene Actuator	Output 2	1 Byte	[5.1] DPT Scaling	C		W	T	
237	Scene Actuator	Output 2	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
237	Scene Actuator	Output 2	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
237	X Terminal Bit 3	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
237	Scene Actuator	Output 2	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
237	X Terminal Bit 3	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
237	X Terminal Bit 3	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
238	Sequencer / Counter	Output 3	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
238	Sequencer / Counter	Output 3	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
238	Sequencer / Counter	Output 3	1 Byte	[5.1] DPT Scaling	C	R	W	T	
238	Sequencer / Counter	Output 3	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
238	Logic Gate	Input 4	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
238	X Terminal Bit 4	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
238	X Terminal Bit 4	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
238	Sequencer / Counter	Output 3	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
238	Scene Actuator	Output 3	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
238	Scene Actuator	Output 3	1 Byte	[5.1] DPT Scaling	C		W	T	
238	X Terminal Bit 4	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
238	NOT Gate 4	Input	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
238	Scene Actuator	Output 3	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
238	Scene Actuator	Output 3	1 Byte	[17.1] DPT SceneNumber	C		W	T	
238	Scene Actuator	Output 3	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
238	Sequencer / Counter	Output 3	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
238	Scene Actuator	Output 3	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
239	Scene Actuator	Output 4	1 Byte	[17.1] DPT SceneNumber	C		W	T	
239	Scene Actuator	Output 4	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
239	Scene Actuator	Output 4	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
239	Logic Gate	Input 5	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
239	Scene Actuator	Output 4	1 Byte	[5.1] DPT Scaling	C		W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
239	X Terminal Bit 5	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
239	Scene Actuator	Output 4	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
239	NOT Gate 1	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
239	X Terminal Bit 5	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
239	Scene Actuator	Output 4	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
239	Sequencer / Counter	Output 4	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
239	Sequencer / Counter	Output 4	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
239	Sequencer / Counter	Output 4	1 Byte	[5.1] DPT Scaling	C	R	W	T	
239	Sequencer / Counter	Output 4	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
239	X Terminal Bit 5	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
239	Sequencer / Counter	Output 4	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
239	Sequencer / Counter	Output 4	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
240	Scene Actuator	Output 5	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
240	X Terminal Bit 6	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
240	Scene Actuator	Output 5	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
240	Scene Actuator	Output 5	1 Byte	[5.1] DPT Scaling	C		W	T	
240	Scene Actuator	Output 5	1 Byte	[17.1] DPT SceneNumber	C		W	T	
240	Scene Actuator	Output 5	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
240	Sequencer / Counter	Output 5	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
240	Sequencer / Counter	Output 5	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
240	Logic Gate	Input 6	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
240	X Terminal Bit 6	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
240	Sequencer / Counter	Output 5	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
240	Sequencer / Counter	Output 5	1 Byte	[5.1] DPT Scaling	C	R	W	T	
240	Sequencer / Counter	Output 5	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
240	Sequencer / Counter	Output 5	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
240	X Terminal Bit 6	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
240	Scene Actuator	Output 5	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
240	NOT Gate 2	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
241	Scene Actuator	Output 6	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
241	Scene Actuator	Output 6	1 Byte	[5.1] DPT Scaling	C		W	T	
241	Scene Actuator	Output 6	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
241	Scene Actuator	Output 6	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
241	Scene Actuator	Output 6	1 Byte	[17.1] DPT SceneNumber	C		W	T	
241	X Terminal Bit 7	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
241	Logic Gate	Input 7	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
241	X Terminal Bit 7	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
241	Scene Actuator	Output 6	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
241	Sequencer / Counter	Additional 1-Bit Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
241	X Terminal Bit 7	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
241	NOT Gate 3	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
242	Logic Gate	Input 8	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C		W	T	U
242	Scene Actuator	Output 7	1 Byte	[5.1] DPT Scaling	C		W	T	
242	Scene Actuator	Output 7	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
242	Scene Actuator	Output 7	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
242	Scene Actuator	Output 7	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
242	NOT Gate 4	Output	1 Bit	[1] 1.xxx, [1.2] DPT Bool	C	R	W	T	
242	X Terminal Bit 8	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
242	X Terminal Bit 8	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
242	Scene Actuator	Output 7	1 Byte	[17.1] DPT SceneNumber	C		W	T	
242	X Terminal Bit 8	Input	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	U
242	Scene Actuator	Output 7	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
243	Y Terminal	Input / Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	U
243	Scene Actuator	Output 8	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	
243	Logic Gate	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
243	Y Terminal	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
243	Y Terminal	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
243	Y Terminal	Input / Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
243	Y Terminal	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
243	Y Terminal	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
243	Y Terminal	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
243	Y Terminal	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
243	Y Terminal	Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	
243	Y Terminal	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
243	Y Terminal 1-Byte	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
243	Y Terminal 1-Byte	Input / Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	U
243	Y Terminal 1-Byte	Input	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	U
243	Logic Gate	Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	
243	Y Terminal 2-Byte	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
243	Y Terminal 2-Byte	Input	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C		W	T	U
243	Scene Actuator	Output 8	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C		W	T	
243	Y Terminal	Input / Output	1 Byte	[17.1] DPT SceneNumber	C	R	W	T	U
243	Scene Actuator	Output 8	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C		W	T	
243	Scene Actuator	Output 8	1 Byte	[5.1] DPT Scaling	C		W	T	
243	Scene Actuator	Output 8	1 Byte	[17.1] DPT SceneNumber	C		W	T	
243	Scene Actuator	Output 8	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C		W	T	
243	Logic Gate	Output	2 Bytes	[9] 9.xxx, [9.3] DPT Value Tempa	C	R	W	T	
243	Logic Gate	Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	
243	Logic Gate	Output	1 Byte	[5] 5.xxx, [5.10] DPT Value 1 Ucount	C	R	W	T	
243	Logic Gate	Output	1 Byte	[5.1] DPT Scaling	C	R	W	T	
243	Y Terminal 2-Byte	Input / Output	2 Bytes	[7] 7.xxx, [7.1] DPT Value 2 Ucount	C	R	W	T	U
243	Y Terminal	Input / Output	1 Bit	[1] 1.xxx, [1.1] DPT Switch	C	R	W	T	U
244	Lock	Lock Channel	1 Bit	[1.3] DPT Enable	C	R	W	T	U

Table 6 Communication objects

7.2 *Communication object list by functionality*

7.2.1 Switching Lighting object list

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
0, 7, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, 84, 91, 98, 105, 112, 119, 126, 133, 140, 147, 154, 161	Switching	Switching On/Off	1 Bit	[1.1] DPT_Switch	C		W		
0, 7, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, 84, 91, 98, 105, 112, 119, 126, 133, 140, 147, 154, 162	Flashing	Flashing Enable	1 Bit	[1.3] DPT_Enable	C		W		
1, 8, 15, 22, 29, 36, 43, 50, 57, 64, 71, 78, 85, 92, 99, 106, 113, 120, 127, 134, 141, 148, 155, 162	Switching	Feedback	1 Bit	[1.1] DPT_Switch	C	R	W	T	U
2, 9, 16, 23, 30, 37, 44, 51, 58, 65, 72, 79, 86, 93, 100, 107, 114, 121, 128, 135, 142, 149, 156, 163	Logic	Logic Input	1 Bit	[1.2] DPT_Bool	C		W		
3, 10, 17, 24, 31, 38, 45, 52, 59, 66, 73, 80, 87, 94, 101, 108, 115, 122, 129, 136, 143, 150, 157, 164	Working Hours	Reset Counter	1 Bit	[1.15] DPT_Reset	C		W		

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
4, 11, 18, 25, 32, 39, 46, 53, 60, 67, 74, 81, 88, 95, 102, 109, 116, 123, 130, 137, 144, 151, 158, 165	Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT_LongDeltaTimeSec	C	R	W	T	U
4, 11, 18, 25, 32, 39, 46, 53, 60, 67, 74, 81, 88, 95, 102, 109, 116, 123, 130, 137, 144, 151, 158, 166	Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT_TimePeriodHrs	C	R	W	T	U
5, 12, 19, 26, 33, 40, 47, 54, 61, 68, 75, 82, 89, 96, 103, 110, 117, 124, 131, 138, 145, 152, 159, 166	Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT_Alarm	C	R	W	T	U
6, 13, 20, 27, 34, 41, 48, 55, 62, 69, 76, 83, 90, 97, 104, 111, 118, 125, 132, 139, 146, 153, 160, 167	Scene	Scene	1 Byte	[18.1] DPT_SceneControl	C		W		
168	*Central Continuous ON*	*On/Off*	*1 Bit*	*[1.3] DPT Enable*	*C*		*W*		
169	*Central Continuous OFF*	*On/Off*	*1 Bit*	*[1.3] DPT Enable*	*C*		*W*		
170	*Central Switching*	*On/Off*	*1 Bit*	*[1.1] DPT Switch*	*C*		*W*		

Table 7 Switching (Lighting) objects

7.2.2 Switching Heating object list

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
0, 7, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, 84, 91, 98, 105, 112, 119, 126, 133, 140, 147, 154, 161	Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT_Switch	C		W		
0, 7, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, 84, 91, 98, 105, 112, 119, 126, 133, 140, 147, 154, 162	Actuating Value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT_Scaling	C		W		
1, 8, 15, 22, 29, 36, 43, 50, 57, 64, 71, 78, 85, 92, 99, 106, 113, 120, 127, 134, 141, 148, 155, 162	Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT_Switch	C	R	W	T	U
1, 8, 15, 22, 29, 36, 43, 50, 57, 64, 71, 78, 85, 92, 99, 106, 113, 120, 127, 134, 141, 148, 155, 162	Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT_Scaling	C	R	W	T	U
2, 9, 16, 23, 30, 37, 44, 51, 58, 65, 72, 79, 86, 93, 100, 107, 114, 121, 128, 135, 142, 149, 156, 163	Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT_Bool	C	R	W	T	U
3, 10, 17, 24, 31, 38, 45, 52, 59, 66, 73, 80, 87, 94, 101, 108, 115, 122, 129, 136, 143, 150, 157, 164	Working hours counter alarm	Alarm	1 Bit	[1.5] DPT_Alarm	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
4, 11, 18, 25, 32, 39, 46, 53, 60, 67, 74, 81, 88, 95, 102, 109, 116, 123, 130, 137, 144, 151, 158, 166	Working hours counter	Working hourscounter (hour)	2 Bytes	[7.7] TimePeriodHrs	C	R	W	T	U
4, 11, 18, 25, 32, 39, 46, 53, 60, 67, 74, 81, 88, 95, 102, 109, 116, 123, 130, 137, 144, 151, 158, 166	Working hours counter	Working hours counter (second)	4 Bytes	[13.100] LongDeltaTimeSec	C	R	W	T	U
5, 12, 19, 26, 33, 40, 47, 54, 61, 68, 75, 82, 89, 96, 103, 110, 117, 124, 131, 138, 145, 152, 159, 166	Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT_Bool	C	R	W		
5, 12, 19, 26, 33, 40, 47, 54, 61, 68, 75, 82, 89, 96, 103, 110, 117, 124, 131, 138, 145, 152, 159, 166	Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT_Bool	C	R	W		
6, 13, 20, 27, 34, 41, 48, 55, 62, 69, 76, 83, 90, 97, 104, 111, 118, 125, 132, 139, 146, 153, 160, 167	Forced Mode	Forced Mode	1 Bit	[1.2] DPT_Bool	C	R	W		
173	*Heating Pump Control*	*On/Off*	*1 Bit*	*[1.11] DPT State*	*C*	*R*	*W*	*T*	*U*

Table 8 Switching (Heating) objects

7.2.3 Shutter/Blind and Shutter/Blind 12…48V object list

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
0, 14, 28, 42, 56, 70, 84, 98, 112, 126, 140, 154	Up/Down	Up/Down	1 Bit	[1.8] DPT_UpDown	C		W		
1, 15, 29, 43, 57, 71, 85, 99, 113, 127, 141, 155	Scene	Scene	1 Byte	[18.1] DPT_SceneControl	C		W		
2, 16, 30, 44, 58, 72, 86, 100, 114, 128, 142, 156	Step/Stop	Step/Stop	1 Bit	[1.7] DPT_Step	C		W		
3, 17, 31, 45, 59, 73, 87, 101, 115, 129, 143, 157	Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT_Alarm	C		W	T	U
4, 18, 32, 46, 60, 74, 88, 102, 116, 130, 144, 158	Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT_Alarm	C		W	T	U
5, 19, 33, 47, 61, 75, 89, 103, 117, 131, 145, 159	Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT_Alarm	C		W	T	U
6, 20, 34, 48, 62, 76, 90, 104, 118, 132, 146, 160	Slat Position	Slat Position	1 Byte	[5.1] DPT_Scaling	C		W		
7, 21, 35, 49, 63, 77, 91, 105, 119, 133, 147, 161	Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT_Scaling	C		W		
8, 22, 36, 50, 64, 78, 92, 106, 120, 134, 148, 162	Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT_Scaling	C	R	W	T	U
9, 23, 37, 51, 65, 79, 93, 107, 121, 135, 149, 163	Moving Status	Moving Status	1 Bit	[1.11] DPT_State	C	R	W	T	U
10, 24, 38, 52, 66, 80, 94, 108, 122, 136, 150, 164	Slat Position Feedback	Slat Position Feedback	1 Byte	[5.1] DPT_Scaling	C	R	W	T	U
171	Central Up/Down	Up/Down	1 Bit	[1.8] DPT_UpDown	C		W		
172	Central Position	Position	1 Byte	[5.1] DPT_Scaling	C		W		

Table 9 Shutter/Blind and Shutter/Blind 12…48V objects

7.2.4 Fan Coil 2 Pipe and Fan Coil 4 Pipes object list

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
0, 14, 42, 56, 84, 98, 126, 140	Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT_Switch	C	R	W		
1, 15, 43, 57, 85, 99, 127, 141	Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT_Value_1_Ucount	C		W		
2, 16, 44, 58, 86, 100, 128, 142	Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT_Switch	C		W		
3, 17, 45, 59, 87, 101, 129, 143	Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT_Switch	C		W		
4, 18, 46, 60, 88, 102, 130, 144	Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT_Switch	C		W		
5, 19, 47, 61, 89, 103, 131, 145	Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT_Value_1_Ucount	C	R	W	T	U
6, 20, 48, 62, 90, 104, 132, 146	Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT_Switch	C	R	W	T	U
7, 21, 49, 63, 91, 105, 133, 147	Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT_Switch	C	R	W	T	U
8, 22, 50, 64, 92, 106, 134, 148	Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT_Switch	C	R	W	T	U
9, 23, 51, 65, 93, 107, 135, 149	Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT_Enable	C		W		
10, 24, 52, 66, 94, 108, 136, 150	Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT_Switch	C	R	W	T	U
11, 25, 53, 67, 95, 109, 137, 151	Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT_Scaling	C		W		
12, 26, 54, 68, 96, 110, 138, 152	Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT_Scaling	C		W		
13, 27, 55, 69, 97, 111, 139, 153	Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT_Heat_Cool	C		W		

Table 10 Fan Coil 2 Pipes and Fan Coil 4 Pipes objects

7.3 *Communication object number list by device type*

You can see object number table by considering device type on Table 11.

	KNX Mix Actuator MX124-16A	KNX Mix Actuator MX120-16A	KNX Mix Actuator MX116-16A	KNX Mix Actuator MX112-16A	KNX Mix Actuator MX108-16A	KNX Mix Actuator MX104-16A
Switching (Lighting), Switching (Heating), Shutter/Blind, Shutter/Blind 12…48V, Fan Coil 2 Pipes, Fan Coil 4 Pipe	0 - 168	0 - 140	0 - 112	0 - 84	0 - 56	0 - 28
Central Continuous ON	168	168	168	168	168	168
Central Continuous OFF	169	169	169	169	169	169
Central Switching	170	170	170	170	170	170
Central Up/Down	171	171	171	171	171	171
Central Position	172	172	172	172	172	172
Heating Pump Control	173	173	173	173	173	173
Auxiliary Functions	180 -244	180 -244	180 -244	180 -244	180 -244	180 -244

Table 11 Communication object number by device type

8 ETS Database

8.1 *General Settings*

Only one parameter is shown on this page. You can see a summary for selected configuration on Figure 9. Default configuration sets all outputs to Switching (Lighting) functionality.

No	Name	Values	Description
1	*Start-up delay time*	1…**5**…255	This parameter elapses between a restart of the device and the functional start

Table 12 General settings parameter

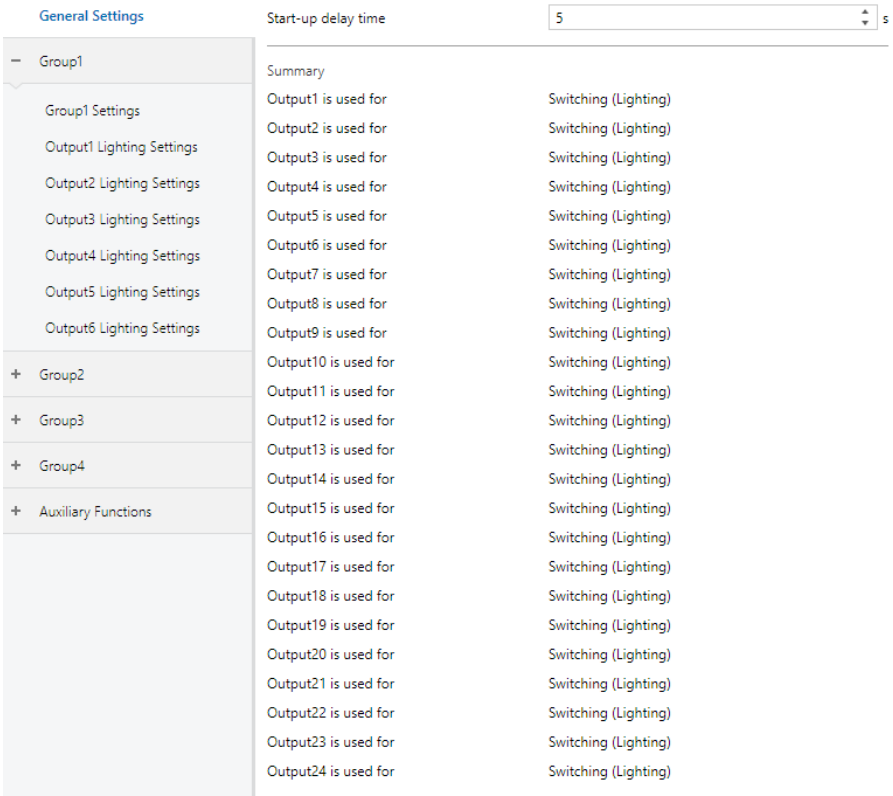


Figure 9 General Settings page

8.2 *Group page*

In group page you can choose functionality by using Output **X** selection parameter.

Group 1 →	Output 1	Group 2 →	Output 7
	Output 2		Output 8
	Output 3		Output 9
	Output 4		Output 10
	Output 5		Output 11
	Output 6		Output 12
Group 3 →	Output 13	Group 4 →	Output 19
	Output 14		Output 20
	Output 15		Output 21
	Output 16		Output 22
	Output 17		Output 23
	Output 18		Output 24

No	Name	Values	Description
1…24	*Output **X** Selection*	**Switching (Lighting)** Switching (Heating) Shutter/Blind Shutter/Blind 12…48V Fan Coil 2 Pipe Fan Coil 4 Pipe	Switching (Lighting) is used for controlling Lighting output. Switching (Heating) is used for Heating functionality. Shutter/Blind is used for controlling AC Shutter/Blind. Shutter/Blind 12…48V is used for controlling DC Shutter/Blind. Fan Coil 2 Pipe is used for 2 Pipe fan coil. Fan Coil 4 Pipe is used for 4 Pipe fan coil.
25…48	*Output **X** Name*	Output X	This parameter is used for changing object text.

Table 13 Group page parameters

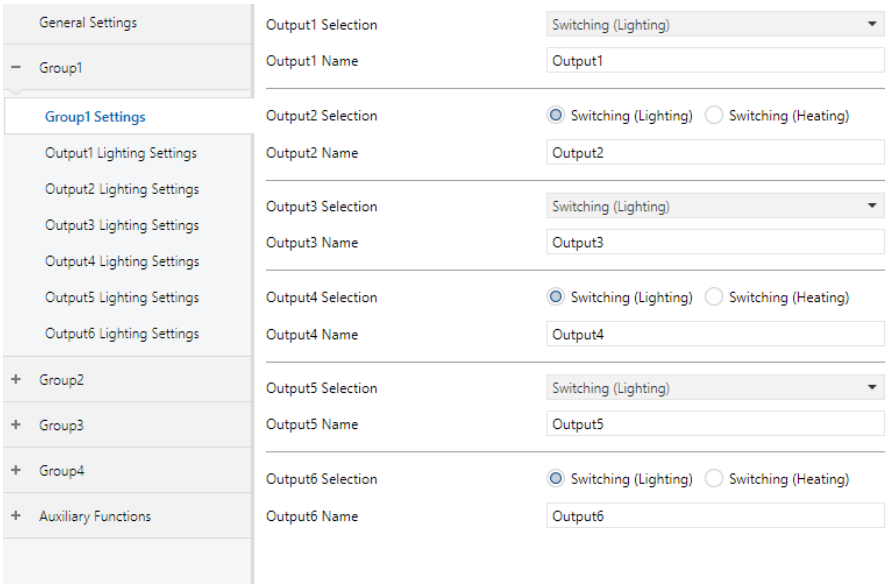


Figure 10 Group page

8.3 *Lighting settings*

On this page lighting features on Figure 11 can be enabled. Main features are shown on Figure 12. Parameter list is shown on Table 14.

Mode of operation: The default parameter value for outputs is normally open. For this configuration the switching output contacts remains opened if the bobbin is not energized. In other words, the channel contacts are closed when a switch command of “1” is sent to switch object. For normally close configuration, this status works vice versa. If a switch command of “1” is sent to switch object the contacts are opened.

For all functions (switching, logical, central, etc…) if the normally close configuration is selected, the channel works inversely as before it works for normally open configuration. In other words, what if the channel position is when the normally open configuration is selected then its position will be the changed inversely in the same function.

No	Name	Values	Description
1	*Mode of operation*	**Normally open** Normally close	Relay operating mode of the output
2	*Function selection*	**Switch On/Off** Time delay Flashing Staircase	Function selection for lighting. An additional parameter page will be shown depending on selected option.

No	Name	Values	Description
3	*Working hours counter*	**Disabled** Enabled	This parameter can be used disable or enable the working hours counter function. When the function is enabled corresponding page will be displayed.
4	*Behaviour*	**Disabled** Enabled	This parameter can be used disable or enable the behaviour function. When the function is enabled corresponding page will be displayed.
5	*Scene*	**Disabled** Enabled	This parameter can be used disable or enable the scene function. When the function is enabled corresponding page will be displayed.
6	*Feedback*	**Disabled** Enabled	This parameter can be used disable or enable the feedback function. When the function is enabled corresponding page will be displayed.
7	*Logic input*	**Disabled** Enabled	This parameter can be used disable or enable the logic input function. When the function is enabled corresponding page will be displayed.
8	*Central functions*	**Disabled** Enabled	This parameter can be used disable or enable the central functions. When the function is enabled corresponding page will be displayed.

Table 14 Lighting settings parameters

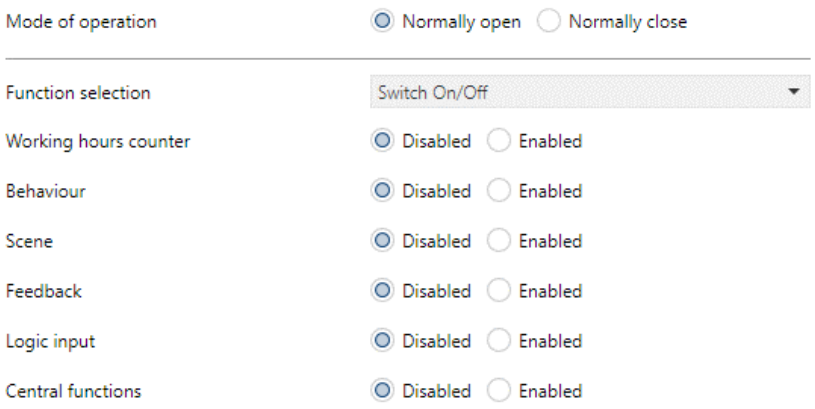


Figure 11 Lighting settings

Figure 12 Lighting function selection

8.3.1 **"Time Delay" page**

For Time Delay function there are two different type of delay. On delay working principle is shown on Figure 13. Off delay working principle is shown on Figure 14. You can use on delay and off delay together. When you are using both delay together, working principle is shown on Figure 15.

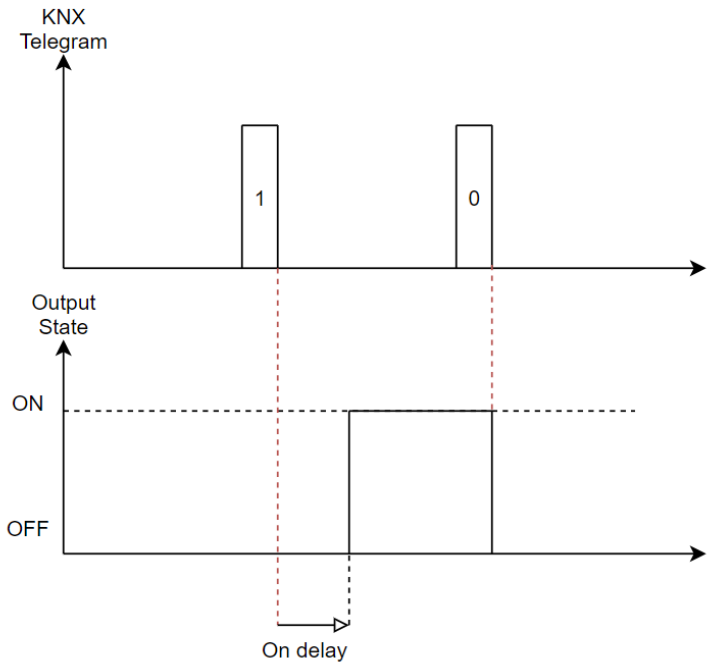


Figure 13 On delay

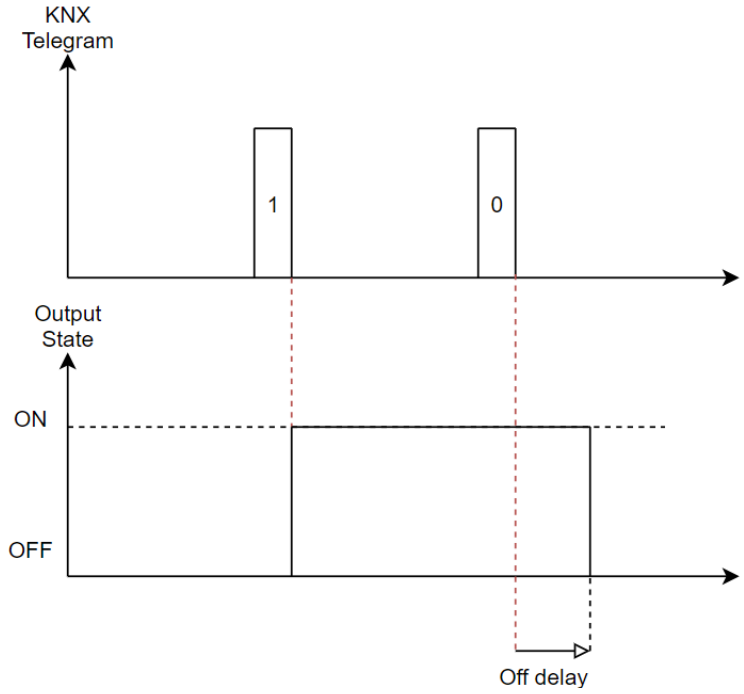


Figure 14 Off delay

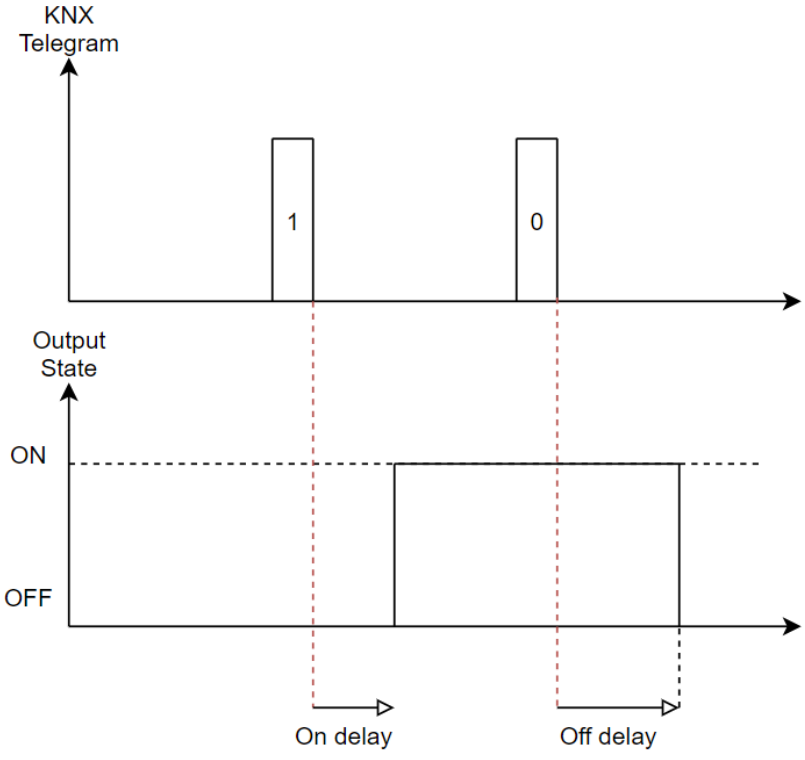


Figure 15 On&Off delay

No	Name	Values	Description
1	*Time delay selection*	**On delay** Off delay On&Off delay	On delay: This option causes a delayed switch of the channel. At sending an on-signal to the channel, first the adjusted on delay time expires and afterwards the channel will be switched on. Off delay: This option works on the same principle as on delay. At sending an off-signal, first the adjusted off delay time expires and afterwards the channel will be switched off.
2	*On delay time*	00:00:01…**00:00:10**…09:06:07 (hh:mm:ss)	This parameter is used for on delay time.
3	*Retriggerable*	**No** Yes	When this parameter sets to Yes, new ON telegrams reset the on delay time and starts to count again. This process can be repeated as often as desired using this selection
4	*Off delay time*	00:00:01…**00:00:10**…09:06:07 (hh:mm:ss)	This parameter is used for off delay time.
5	*Retriggerable*	**No** Yes	When this parameter sets to Yes, new OFF telegrams reset the off delay time and starts to count again. This process can be repeated as often as desired using this selection

Table 15 Time delay parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
0, 7, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, 84, 91, 98, 105, 112, 119, 126, 133, 140, 147, 154, 161	Switching	Switching On/Off	1 Bit	[1.1] DPT_Switch	C		W		

Table 16 Time delay objects

8.3.2 "Flashing" page

Flashing function working principle is shown on Figure 16. Flashing function parameter list is shown on Table 17. Flashing object is shown on Table 18.

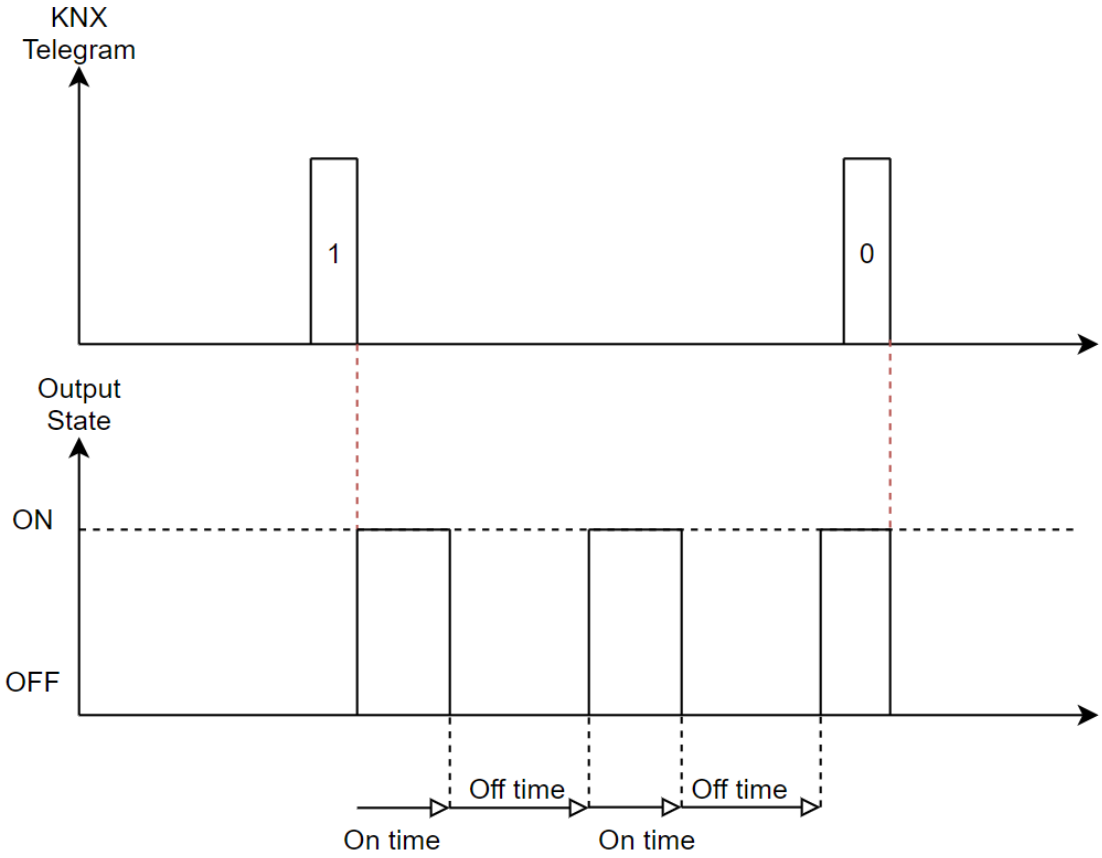


Figure 16 Flashing function

No	Name	Values	Description
1	*On time*	**00:00:01**…09:06:07 (hh:mm:ss)	On time is used for flashing function on period. In this period output state is ON.
2	*Off time*	**00:00:01**…09:06:07 (hh:mm:ss)	Off time is used for flashing function off period. In this period output state is OFF.

Table 17 Flashing parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
0, 7, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, 84, 91, 98, 105, 112, 119, 126, 133, 140, 147, 154, 162	Flashing	Flashing Enable	1 Bit	[1.3] DPT_Enable	C		W		

Table 18 Flashing objects

8.3.3 "Staircase" page

Staircase function working principle is shown on Figure 17. Staircase parameter list is shown on Table 19. Staircase object is shown on Table 20.

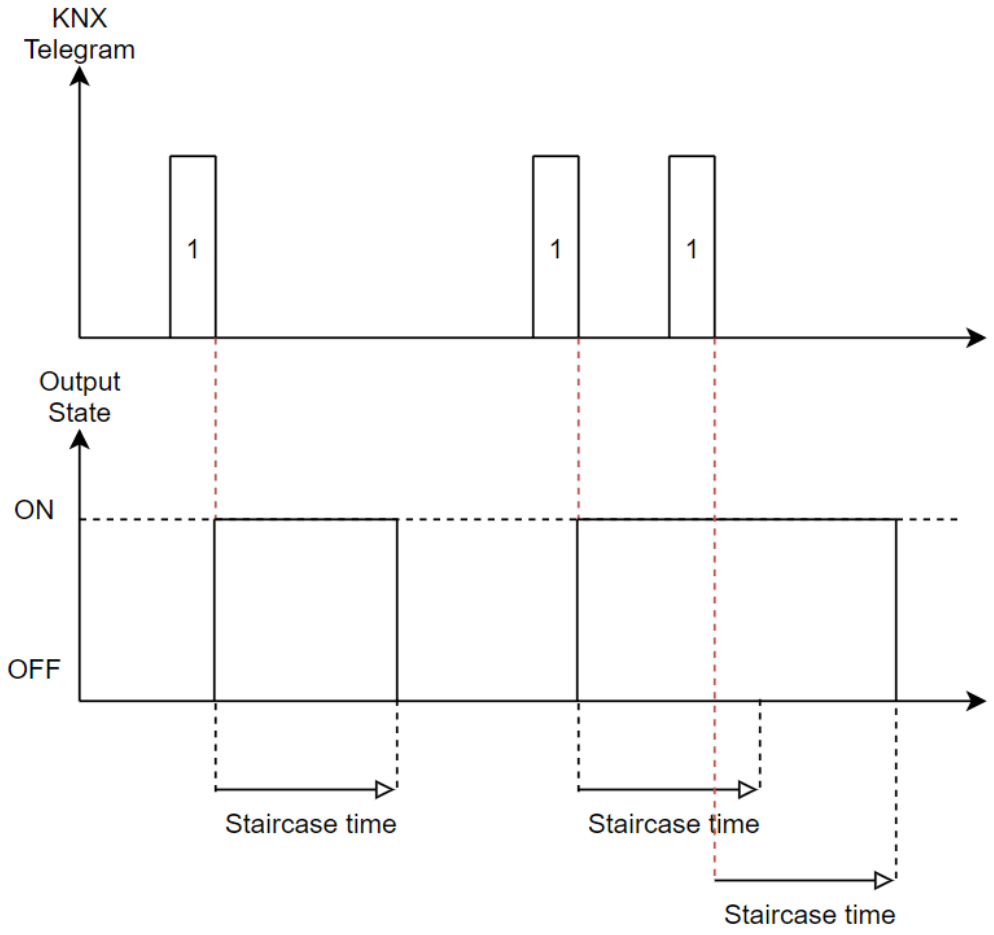


Figure 17 Staircase function

No	Name	Values	Description
1	*Staircase time*	00:00:01…**00:00:10**…09:06:07 (hh:mm:ss)	When ON telegram received output will be ON while in Staircase time. After staircase time output will be OFF.
2	*Retirggerable*	**No** Yes	When this parameter sets to Yes, new ON telegrams reset the staircase lighting time and starts to count again. This process can be repeated as often as desired using this selection

Table 19 Staircase parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
0, 7, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, 84, 91, 98, 105, 112, 119, 126, 133, 140, 147, 154, 161	Switching	Switching On/Off	1 Bit	[1.1] DPT_Switch	C		W		

Table 20 Staircase objects

8.3.4 "Working Hours Counter" page

After Working Hours Counter function enabled a page where the working hours counter can be parameterized.

Two operating modes are available:

- Decrement
  In this operation hours counter counts down from "Set value" at Table 21 while output state is ON.
- Increment
  In this operation hours counter counts 0 to "Set value" at Table 21 while output state is ON.

When counter reaches the set value Counter alarm object will sent "1" value. And Counter resumes to count.

The data type can be selected for each mode:

- DPT 13.100 – Value in seconds
- DPT 7.007 – Value in hours

When Reset Counter object receives a "1" telegram, it resets counter value. And counter starts to count.

Working Hours Counter parameter list is shown on Table 21. Working Hours Counter objects are shown on Table 22.

No	Name	Values	Description
1	*Count direction*	**Decrement** Increment	This parameter selects count direction. When it is Decrement counter counts from set value to 0. When it is Increment counter counts from 0 to set value.
2	*Select data type*	**4-Byte value in s(DPT 13.100)** 2-Byte value in h(DPT 7.007)	Depending on this parameter selection object type changes between DPT13.100 and DPT7.007.
3	*Set value*	1…**1000**…65535	Set value
4	*Send cyclically*	**Don't send cyclically** 10 min 20 min 30 min 1 h 2 h 3 h 4 h	Cyclical time start with device start-up. And depending on this selection it sends Working Hours Counter.

Table 21 Lighting working hours counter parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
3, 10, 17, 24, 31, 38, 45, 52, 59, 66, 73, 80, 87, 94, 101, 108, 115, 122, 129, 136, 143, 150, 157, 164	Working Hours	Reset Counter	1 Bit	[1.15] DPT_Reset	C		W		
4, 11, 18, 25, 32, 39, 46, 53, 60, 67, 74, 81, 88, 95, 102, 109, 116, 123, 130, 137, 144, 151, 158, 165	Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT_LongDeltaTimeSec	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
4, 11, 18, 25, 32, 39, 46, 53, 60, 67, 74, 81, 88, 95, 102, 109, 116, 123, 130, 137, 144, 151, 158, 166	Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT_TimePeriodHrs	C	R	W	T	U
5, 12, 19, 26, 33, 40, 47, 54, 61, 68, 75, 82, 89, 96, 103, 110, 117, 124, 131, 138, 145, 152, 159, 166	Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT_Alarm	C	R	W	T	U

Table 22 Lighting working hours counter objects

8.3.5 "Behaviour" page

The preferred relay contact positions after bus voltage return or after ETS programming can be pre-set separately for each output. Since the actuator is equipped with mains-dependent monostable relays, the relay switching state at bus voltage failure can be defined as well.

After mains voltage return, the switching state last existing and internally stored before mains voltage failure will be tracked.

Data save routine:
Mains voltage failure -> Data storage -> Then bus voltage failure -> No further data storage.

Behaviour parameter list is shown on Table 23.

No	Name	Values	Description
1	*Behaviour after ETS programming*	**Off** On	Off: After ETS programming finishes related output will be OFF. On: After ETS programming finishes related output will be ON.
2	*Behaviour after bus voltage failure*	**Off** On No reaction	Off: After bus voltage failures related output will be OFF.

No	Name	Values	Description
			On: After bus voltage failures related output will be ON. No reaction: Related output state doesn't change after bus voltage failures.
3	*Behaviour after bus voltage return*	**Off** On No reaction	Off: After bus voltage returns related output will be OFF. On: After bus voltage returns related output will be ON. No reaction: Related output state doesn't change after bus voltage returns.
4	*Behaviour after mains voltage recovery*	**Off** On Latest state	Off: After mains voltage recovery related output will be OFF. On: After mains voltage recovery related output will be ON. Latest state: Related output state will be as same as the latest state before mains voltage failure.

Table 23 Lighting behaviour parameters

8.3.6 "Scene" page

Up to 12 scenes can be programmed and scene values stored separately in the actuator for each switching output. The scene values are recalled or stored via a separate scene extension object by means of extension telegrams. The datapoint type of the extension object permits addressing a maximum of 64 scenes. This means that, in the configuration of a scene, it is possible to specify which scene number (1...64) contacts the internal scene (1...12).
The scene function must be enabled on parameter page "Lighting setting" for each output. When you activate the scene function, a new page for the scenes appears at the left drop down menu. There are settings to activate single scenes, set values and scene numbers and switch the memory function on/off at this sub menu. Scenes are activated by receiving their scene numbers at the communication object for the scenes. If the memory function of the scenes is activated, the current value of the channel will be saved at the called scene number.
The communication objects of the scenes have always the length of 1 byte.
Scene parameter list is shown on Table 24. Scene object is on Table 25.

No	Name	Values	Description
1	*Scene*	**Disabled** Enabled	This parameter activates scene feature.
2	*Scene number*	**1**…64	Scene number
3	*State*	**Off** On	Output state
4	*Storage*	**No** Yes	By storing a scene, the user has the opportunity to change the parameterized value stored in ETS.
5	*Delay*	**0**…255 (s)	When it is "0" delay features is disabled. If it is between 1…255, it will be a delay before executing scene command.

Table 24 Lighting scene parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
6, 13, 20, 27, 34, 41, 48, 55, 62, 69, 76, 83, 90, 97, 104, 111, 118, 125, 132, 139, 146, 153, 160, 167	Scene	Scene	1 Byte	[18.1] DPT_SceneControl	C		W		

Table 25 Lighting scene object

8.3.7 "Feedback" page

When the feedback telegram is enabled, the status information is transmitted every time that a change occurs on the output. However, it is also possible to define a periodical sending of the status through the parameter "Periodical Sending". Thereby, the current value of the output is transmitted with the period configured.

Feedback parameter list is shown on Table 26. Feedback object is shown on Table 27.

No	Name	Values	Description
1	*Feedback type*	**Normal** Inverted	Normal: Sends the state of the channel Inverted: Sends the inverted state of the channel

No	Name	Values	Description
2	*Periodical sending*	**Send only at change** 5s, 15s, 30s, 45s, 1min, 5min, 10min, 15min, 30min, 1h, 2h, 3h, 4h, 5h, 6h, 12h, 24h	Send only at change: The state object sends its current state at every change of the output. Other options, use related time cyclically and after cycle time feedback will be sent by selected feedback type.

Table 26 Lighting feedback parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
1, 8, 15, 22, 29, 36, 43, 50, 57, 64, 71, 78, 85, 92, 99, 106, 113, 120, 127, 134, 141, 148, 155, 162	Switching	Feedback	1 Bit	[1.1] DPT_Switch	C	R	W	T	U

Table 27 Lighting feedback object

8.3.8 "Logic Input" page

If the logical function is enabled, the page for the logical function will be shown under drop down menu. With the logic function a new communication object is added (Logic Input on Table 30) which is logically linked with the object "On/Off". The value of these two objects is evaluated and then the output will be switched on or off depending on the result of the logic. Logic Input function truth table is shown on Table 28.

Function	Switch On/Off	Logic Input	Output State
AND	0	0	0
	0	1	0
	1	0	0
	1	1	1
OR	0	0	0
	0	1	1
	1	0	1
	1	1	1
XOR	0	0	0
	0	1	1
	1	0	1
	1	1	0

Table 28 Truth able of logic input

No	Name	Values	Description
1	*Logic gate type*	**And** Or Xor	Normal: Sends the state of the channel Inverted: Sends the inverted state of the channel

Table 29 Logic input parameter

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
2, 9, 16, 23, 30, 37, 44, 51, 58, 65, 72, 79, 86, 93, 100, 107, 114, 121, 128, 135, 142, 149, 156, 163	Logic	Logic Input	1 Bit	[1.2] DPT_Bool	C		W		

Table 30 Logic input object

8.3.9 "Central Functions" page

With the central switching, the behaviour of the channels is identical with 'normal' activation via the "Switching" object. If the central switch object is set to "1", the channels which are participated to central switching are switched on and if it is set to "0" the participated channels are switched off. For participating a channel to central switch function, this must be specified by the "Participation in central switch" parameter.

Central continuous ON object is prior to all other objects. This means that if the central continuous ON object is set to "1" the channels which are participated to central continuous on function are switched on regardless of all other objects (switch object, central switch object, linking objects… etc.). If the central continuous on object is set to "1", the participated channels stay continuously ON position and they cannot be switched off until this object is set to "0".

Central continuous OFF object is prior to all other objects. This means that if the central continuous OFF object is set to "1" the channels which are participated to central continuous off function are switched off regardless of all other objects (switch object, central switch object, linking objects… etc.). If the central continuous on object is set to "1", the participated channels stay continuously OFF position and they cannot be switched on until this object is set to "0". The important point is Central continuous on object is prior to Central continuous off object. This means if both of objects are set to "1" at the same time, the participated channels are switched on continuously.

Central function parameter list is shown on Table 31. Central function objects are shown on Table 32.

No	Name	Values	Description
1	*Join central continuous ON*	**No** Yes	Normal: Sends the state of the channel Inverted: Sends the inverted state of the channel
2	*Join central continuous OFF*	**No** Yes	
3	*Join central switching*	**No** Yes	

Table 31 Central functions parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
168	*Central Continuous ON*	*On/Off*	*1 Bit*	*[1.3] DPT Enable*	*C*		*W*		
169	*Central Continuous OFF*	*On/Off*	*1 Bit*	*[1.3] DPT Enable*	*C*		*W*		
170	*Central Switching*	*On/Off*	*1 Bit*	*[1.1] DPT Switch*	*C*		*W*		

Table 32 Central functions objects

8.4 *Heating settings*

The main features of heating part of mix actuator will be mentioned in this part. It is used for heating systems such as underfloor heating, water based heating and electrical heating. Parameter list is shown on Table 33.

No	Name	Values	Description
1	*Mode of contact*	**Normally open** Normally close	Relay operating mode of the output
2	*Type of control*	**Switching (1-bit)** Continuous (1-byte)	Type of control for heating. An additional parameter page will be shown depending on selected option.
3	*Feedback*	**Disabled** Enabled	This parameter can be used disable or enable the feedback function. When the function is enabled corresponding page will be displayed.
4	*Monitoring actuating valve*	**Disabled** Enabled	This parameter can be used disable or enable the monitoring actuating valve. When the function is enabled corresponding page will be displayed.

No	Name	Values	Description
5	*Valve protection period (0 = disabled, 1...32 weeks)*	**0**…32	This parameter can be used disable or enable the valve protection period. When the value of function is changed, corresponding parameter will be displayed.
6	*Join summer/winter mode*	**Disabled** Enabled	This parameter can be used disable or enable the join summer/winter mode. When the function is enabled corresponding parameter will be displayed.
7	*Forced mode*	**Disabled** Enabled	This parameter can be used disable or enable the forced mode. When the function is enabled corresponding page will be displayed.
8	*Behaviour*	**Disabled** Enabled	This parameter can be used disable or enable the behaviour function. When the function is enabled corresponding page will be displayed.
9	*Working hours counter*	**Disabled** Enabled	This parameter can be used disable or enable the behaviour function. When the function is enabled corresponding page will be displayed.
10	*Join heating pump control*	**No** Yes	This parameter can be used disable or enable the join heating pump control.

Table 33 Heating parameters

There are two types of mode of contact parameters as mentioned in the table above.

Mode of contact: The default parameter value for outputs is normally open. The heating output contacts remain opened if the bobbin is not energized for this configuration. In other words, the channel contacts are closed when a switch command of “1” is sent to switch object. For normally close configuration, this status works vice versa. If a switch command of “1” is sent to switch object the contacts are opened.

For all functions (heating, join heating pump control, logical etc.) if the normally close configuration is selected, the channel works inversely as before it works for normally open configuration. In other words, what if the channel position is when the normally open configuration is selected then its position will be the changed inversely in the same function.

There are two control types that are mentioned below as switching and continuous

Switching (1-bit): When switching parameter is selected, the control type of heating function will be controlled as ON/OFF.

Continuous (1-byte): When the continuous parameter is selected, the heating function will be controlled with PWM and auxiliary parameters of providing pwm control will appear. You can select PWM period, minimum and maximum actuating value in %. The set value of actuating value is based on the parameter cycle time of PWM. The output is controlled accordingly depending on the setting. For example, when PWM is %40 and cycle time is 5 minutes, heating channel will be ON in 2 minutes and OFF 3 minutes.

Control types objects are shown on Table 34.

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
0, 7, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, 84, 91, 98, 105, 112, 119, 126, 133, 140, 147, 154, 161	Actuating Value (1-Bit)	Actuating value (1-Bit)	1 Bit	[1.1] DPT_Switch	C		W		
0, 7, 14, 21, 28, 35, 42, 49, 56, 63, 70, 77, 84, 91, 98, 105, 112, 119, 126, 133, 140, 147, 154, 162	Actuating value (1-Byte)	Actuating value (1-Byte)	1 Byte	[5.1] DPT_Scaling	C		W		

Table 34 Heating settings objects

Feedback: When the feedback telegram is enabled, the status information is transmitted every time that a change occurs on the output. However, it is also possible to define a periodical sending of the status through the parameter “Periodical Sending”. Thereby, the current value of the output is transmitted with the period configured.

Feedback parameter list is shown on Table 35. Feedback objects are shown on Table 36.

No	Name	Values	Description
1	*Periodical sending*	**Send only at change** 5s, 15s, 30s, 45s, 1min, 5min, 10min, 15min, 30min, 1h, 2h, 3h, 4h, 5h, 6h, 12h, 24h	Send only at change: The state object sends its current state at every change of the output. Other options, use related time cyclically and after cycle time feedback will be sent by selected feedback type.

Table 35 Heating feedback parameter

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
1, 8, 15, 22, 29, 36, 43, 50, 57, 64, 71, 78, 85, 92, 99, 106, 113, 120, 127, 134, 141, 148, 155, 162	Feedback (1-Bit)	Feedback (1-Bit)	1 Bit	[1.1] DPT_Switch	C	R	W	T	U
1, 8, 15, 22, 29, 36, 43, 50, 57, 64, 71, 78, 85, 92, 99, 106, 113, 120, 127, 134, 141, 148, 155, 162	Feedback (1-Byte)	Feedback (1-Byte)	1 Byte	[5.1] DPT_Scaling	C	R	W	T	U

Table 36 Heating feedback objects

Valve protection period: Valve protection period is used to protect the valves that was not opened for a long period of time from being blocked. It controls all channels in the specified time and ensures the valves to be opened and closed in order to ensure that the valves operate properly. Valve protection period parameter list is shown on Table 37.

No	Name	Values	Description
1	*Protection time at every period*	0..**10**...100 min	This parameter is used to determine the protection time in every period.

Table 37 Valve protection period parameter

When the function is selected “0”, valve protection is disabled. When the function is selected greater than "0", valve protection is activated in the time selected.

Join summer/winter mode: This mode provides switching between summer and winter with a 1-bit object. Join summer/winter mode parameter list is shown on Table 38 and objects are shown on Table 39.

No	Name	Values	Description
1	*Summer/Winter polarity*	**Summer = 0, Winter = 1** Summer = 1, Winter = 0	This parameter is used to select the polarity of summer/winter mode.

Table 38 Summer/winter mode parameter

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
5, 12, 19, 26, 33, 40, 47, 54, 61, 68, 75, 82, 89, 96, 103, 110, 117, 124, 131, 138, 145, 152, 159, 166	Summer/Winter Mode	Summer=0, Winter = 1	1 Bit	[1.2] DPT_Bool	C	R	W		
5, 12, 19, 26, 33, 40, 47, 54, 61, 68, 75, 82, 89, 96, 103, 110, 117, 124, 131, 138, 145, 152, 159, 166	Summer/Winter Mode	Summer=1, Winter = 0	1 Bit	[1.2] DPT_Bool	C	R	W		

Table 39 Summer/winter mode objects

Join heating pump control: Heating pump control is used to enable switching of pump of heating with a 1-bit object. It can be activated and controlled centrally. If any channel is desired to be included, it must be joined on the parameter page. Join heating pump control object is shown on Table 40.

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
173	Heating Pump Control	On/Off	1 Bit	[1.11] DPT State	C	R	W	T	U

Table 40 Heating pump control object

8.4.1 "Monitoring" page

The working principle of monitoring actuating valve is shown in Figure 18. The monitoring actuating valve is used for monitoring cyclic sending of the control value of the thermostat. If the thermostat fails and does not send a control value telegram, monitoring the operating valve ensures that a pre-parameter control value is used to continue heating operation on an emergency. In this figure, monitoring actuating valve is activated because no telegram is received within one minute and sends "0" as emergency operation value feedback.

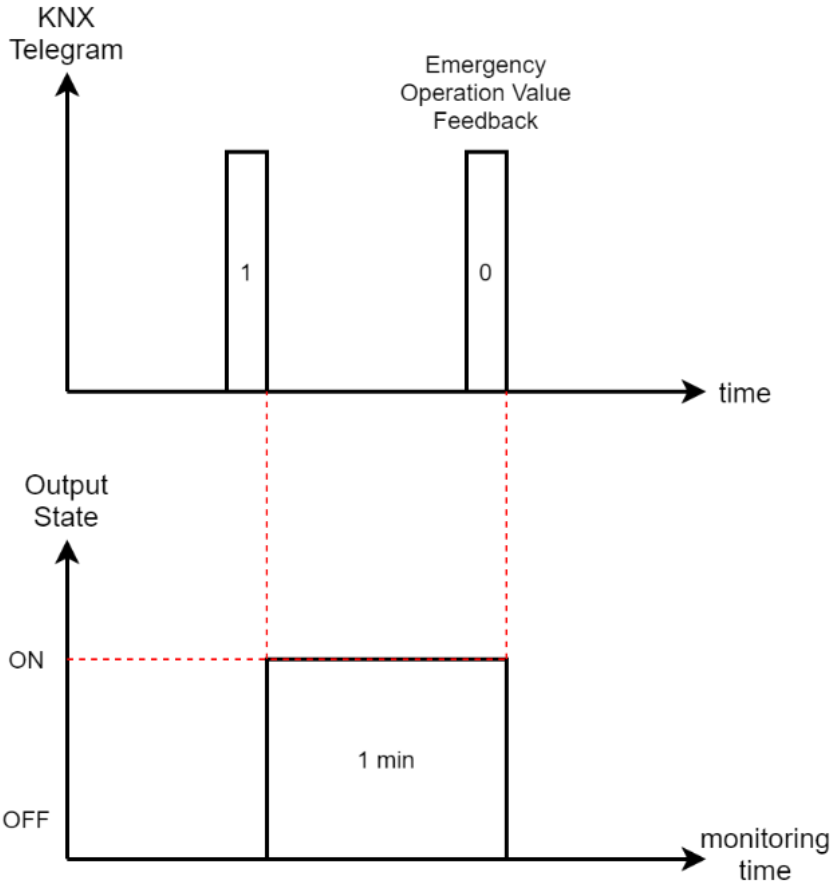


Figure 18 Working principle of monitoring failure

When monitoring actuating valve is enable, this page will be appear. Monitoring parameter list is shown on Table 41 and objects are shown on Table 42.

No	Name	Values	Description
1	*Monitoring time*	**1**…60 (min)	This parameter specifies the monitoring time of the monitoring actuating valve command value. This parameter will be available when the monitoring actuating valve is enable.
2	*Monitoring failure polarity*	**Monitoring failure = 1** Monitoring failure = 0	This parameter is used to select polarity of monitoring failure. This parameter will be available when the monitoring actuating valve is enable.
3	*Emergency operation value*	**Off** On	This parameter is used to select the telegram of the emergency operation value. This parameter will be available when the monitoring actuating valve is enable.

Table 41 Monitoring parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
2, 9, 16, 23, 30, 37, 44, 51, 58, 65, 72, 79, 86, 93, 100, 107, 114, 121, 128, 135, 142, 149, 156, 163	Monitoring Failure	Monitoring Failure	1 Bit	[1.2] DPT_Bool	C	R	W	T	U

Table 42 Monitoring object

8.4.2 "Forced mode" page

Forced mode is used to block any telegram from the KNX bus line from changing the position of the device's output.

When "Forced mode" is enable, this page will be appear. Forced mode parameter list is shown on Table 43 and object is shown on Table 44.

No	Name	Values	Description
1	*Forced mode*	**Activate with value "1"** Activate with value "0"	This parameter defines forced mode. This parameter will be available when the force mode is enable.
2	*While forced mode*	**Do not change** Fixed value	This parameter is used to select forced mode status. It can be selected "do not change" or "fixed value" while forced mode is active. This parameter will be available when the monitoring actuating valve is enable.
3	*Value while in forced mode*	**Off** On	This parameter is used to send telegram as "Off" or "On" while in forced mode.
4	*After forced mode*	**Do not change** Fixed value	This parameter is used to select forced mode status. It can be selected "do not change" or "fixed value" after forced mode. This parameter will be available when the monitoring actuating valve is enable.
5	*Value after forced mode*	**Off** On	This parameter is used to send telegram as "Off" or "On" after forced mode.

Table 43 Forced mode parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
6, 13, 20, 27, 34, 41, 48, 55, 62, 69, 76, 83, 90, 97, 104, 111, 118, 125, 132, 139, 146, 153, 160, 167	Forced Mode	Forced Mode	1 Bit	[1.2] DPT_Bool	C	R	W		

Table 44 Forced mode object

8.4.3 "Behaviour" page

The preferred relay contact positions after bus voltage return or after ETS programming can be pre-set separately for each output. Since the actuator is equipped with mains-dependent monostable relays, the relay switching state at bus voltage failure can be defined as well.

After mains voltage return, the switching state last existing and internally stored before mains voltage failure will be tracked.

Data save routine:
Mains voltage failure -> Data storage -> Then bus voltage failure -> No further data storage.

Behaviour parameter list is shown on Table 45.

No	Name	Values	Description
1	*Behaviour after bus voltage gone*	**No reaction** Fixed value (**Off**, On)	No reaction: Related output state doesn't change after bus voltage gone. Fixed value: Related output will be ON or OFF after bus voltage gone.
2	*Behaviour after bus voltage return*	**No reaction** Fixed value (**Off**, On)	No reaction: Related output state doesn't change after bus voltage gone. Fixed value: Related output will be ON or OFF after bus voltage gone.
3	*Behaviour after ETS programming*	**Off** On	Off: After bus voltage returns related output will be OFF. On: After bus voltage returns related output will be ON.

No	Name	Values	Description
4	*Behaviour after mains voltage recovery*	**Fixed value** Latest value	Fixed value: Related output will be ON or OFF after bus voltage gone. Latest state: Related output state will be as same as the latest state before mains voltage failure.

Table 45 Heating behaviour parameters

8.4.4 "Working Hours Counter" page

After Working Hours Counter function enabled a page where the working hours counter can be parameterized.

Two operating modes are available:

- Decrement
  In this operation hours counter counts down from "Set value" at Table 46 while output state is ON.
- Increment
  In this operation hours counter counts 0 to "Set value" at Table 46 while output state is ON.

When counter reaches the set value Counter alarm object will sent "1" value. And Counter resumes to count.

The data type can be selected for each mode:

- DPT 13.100 – Value in seconds
- DPT 7.007 – Value in hours

When Reset Counter object receives a "1" telegram, it resets counter value. And counter starts to count. Working Hours Counter parameter list is shown on Table 46. Working Hours Counter objects are shown on Table 47.

No	Name	Values	Description
1	*Count direction*	**Decrement** Increment	This parameter selects count direction. When it is Decrement counter counts from set value to 0. When it is Increment counter counts from 0 to set value.
2	*Select data type*	**4-Byte value in s(DPT 13.100)** 2-Byte value in h(DPT 7.007)	Depending on this parameter selection object type changes between DPT13.100 and DPT7.007.
3	*Set value*	1…**1000**…65535	Set value

No	Name	Values	Description
4	*Send counter value*	**Cyclical** Interval value	This parameter is used to select send counter value as cyclical and interval value.
5	*Interval value*	**1**…65535	This parameter is used set interval value for
6	*Cyclical*	**Don't send cyclically** 10 min 20 min 30 min 1 h 2 h 3 h 4 h	Cyclical time start with device start-up. And depending on this selection it sends Working Hours Counter.

Table 46 Heating working hours counter parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
3, 10, 17, 24, 31, 38, 45, 52, 59, 66, 73, 80, 87, 94, 101, 108, 115, 122, 129, 136, 143, 150, 157, 164	Working Hours	Reset Counter	1 Bit	[1.15] DPT_Reset	C		W		
4, 11, 18, 25, 32, 39, 46, 53, 60, 67, 74, 81, 88, 95, 102, 109, 116, 123, 130, 137, 144, 151, 158, 165	Working Hours Counter	Counter (Seconds)	4 Bytes	[13.100] DPT_LongDeltaTimeSec	C	R	W	T	U
4, 11, 18, 25, 32, 39, 46, 53, 60, 67, 74, 81, 88, 95, 102, 109, 116, 123, 130, 137, 144, 151, 158, 166	Working Hours Counter	Counter (Hours)	2 Bytes	[7.7] DPT_TimePeriodHrs	C	R	W	T	U

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
5, 12, 19, 26, 33, 40, 47, 54, 61, 68, 75, 82, 89, 96, 103, 110, 117, 124, 131, 138, 145, 152, 159, 166	Working Hours Counter	Counter Alarm	1 Bit	[1.5] DPT_Alarm	C	R	W	T	U

Table 47 Heating working hours counter objects

8.5 *Shutter/Blind settings*

There are two basic blind mechanisms.

- Shutter (No slats)
- Blind (With slats)

A blind (or venetian blind) has horizontal slats, one above another. They are suspended by strips of cloth called tapes, or by cords, by which all slats in unison can be rotated through nearly 180 degrees. In this drive mode, the slats are directly adjusted by way of mechanical linkage when the height of the blind is changed. The actuator assumes that the slats are completely closed when the blind moves downwards and similarly, the actuator assumes that the slats are completely open when the blind moves upwards, or vice versa. This is dependent of the blind driving type mechanism.

"*Movement duration*" parameter specifies how long the blind travels from 0% to 100%. Depending on "*Up down movement durations*" parameter, if it is selected as "Same" upper end position to lower end position movement and lower end position to upper end position movement are same. But if it is selected as "Different" there will be two different parameters for defining movement duration. "*Lower movement duration"* parameter is defining duration upper end position to lower end position. "*Upper movement duration"* parameter is defining duration lower end position to upper end position. You can find upper movement duration and lower movement duration at Figure 19 and *Figure 20*. And slat position information at *Figure 21*.

If the up/down object is set to "0" the blind travels for upward, and if it is set to "1" the blind travels for downward. While travelling, if the step/stop object is updated ("1" or "0") the blind stops travelling. The blind channel must save and know its blind height level when it is stopped so that accomplishes its next command according to the height level.

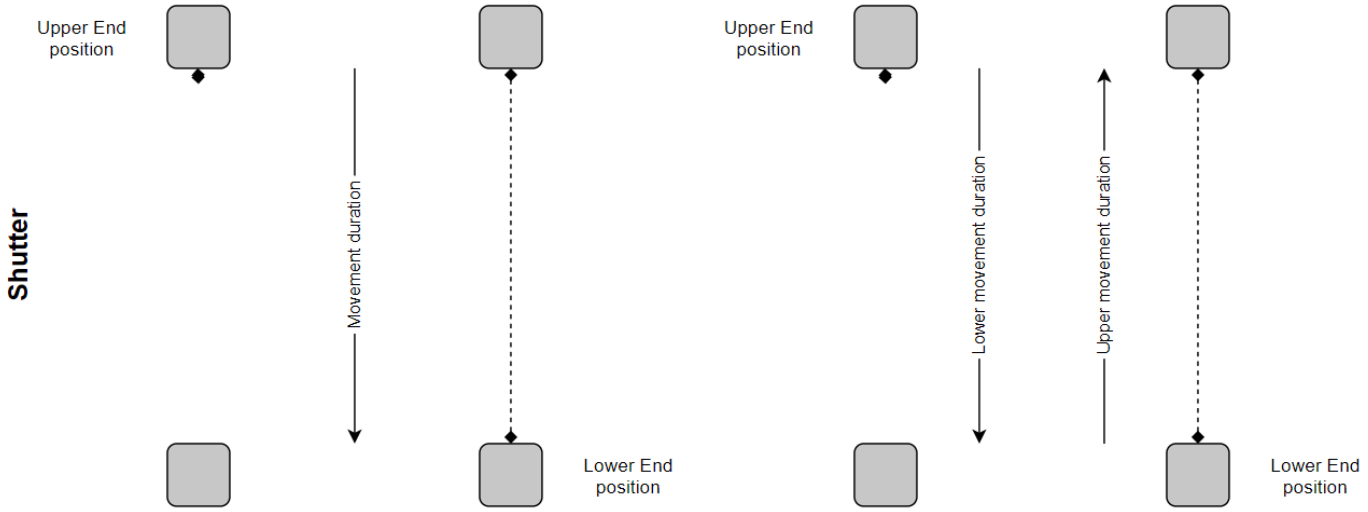


Figure 19 Shutter movement duration and position

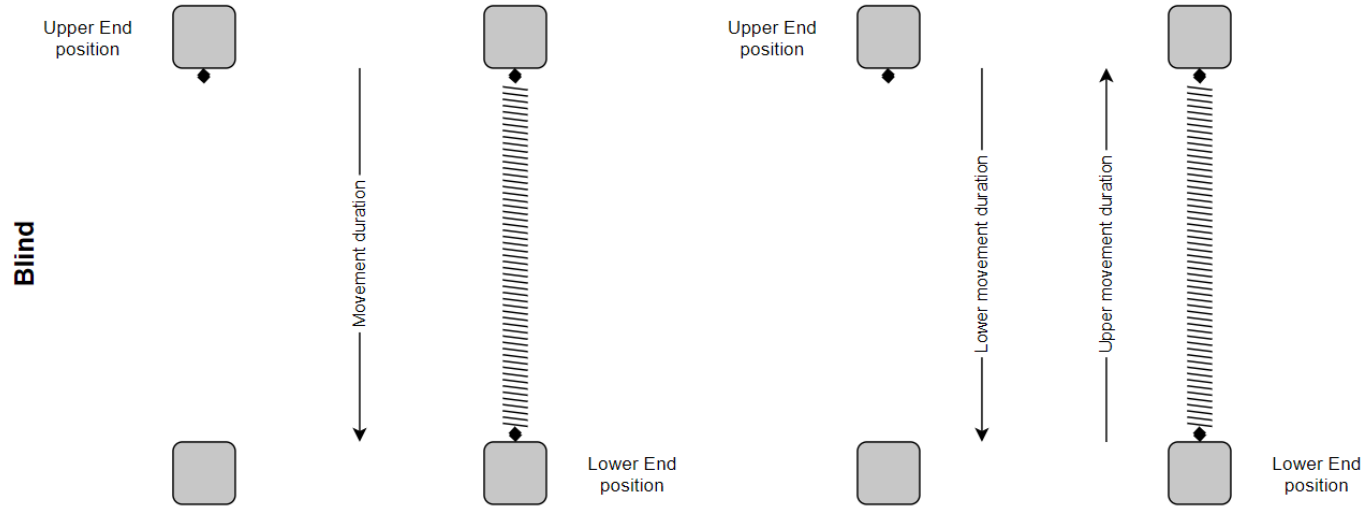


Figure 20 Blind movement duration and position

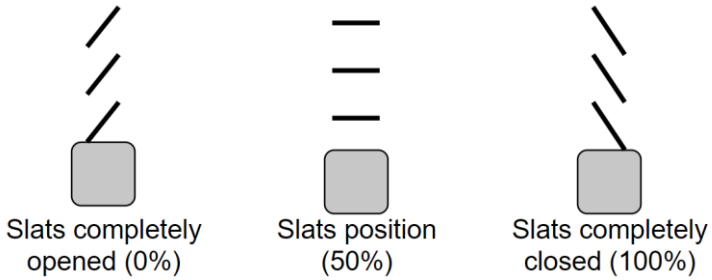


Figure 21 Slat position

Mix Actuator can control 230V AC Shutter/Blind and 12…48VDC Shutter/Blind. They have different connection methods at *Figure 22*.

12…48VDC Shutter/Blind uses 4 consecutive outputs and 230VAC Shutter/Blind uses 2 consecutive outputs. In this connection diagram Output1, Output2, Output3 and Output4 are used for 12…48VDC Shutter/Blind connection. Output7 and Output8 are used for 230 VAC Shutter/Blind connection.

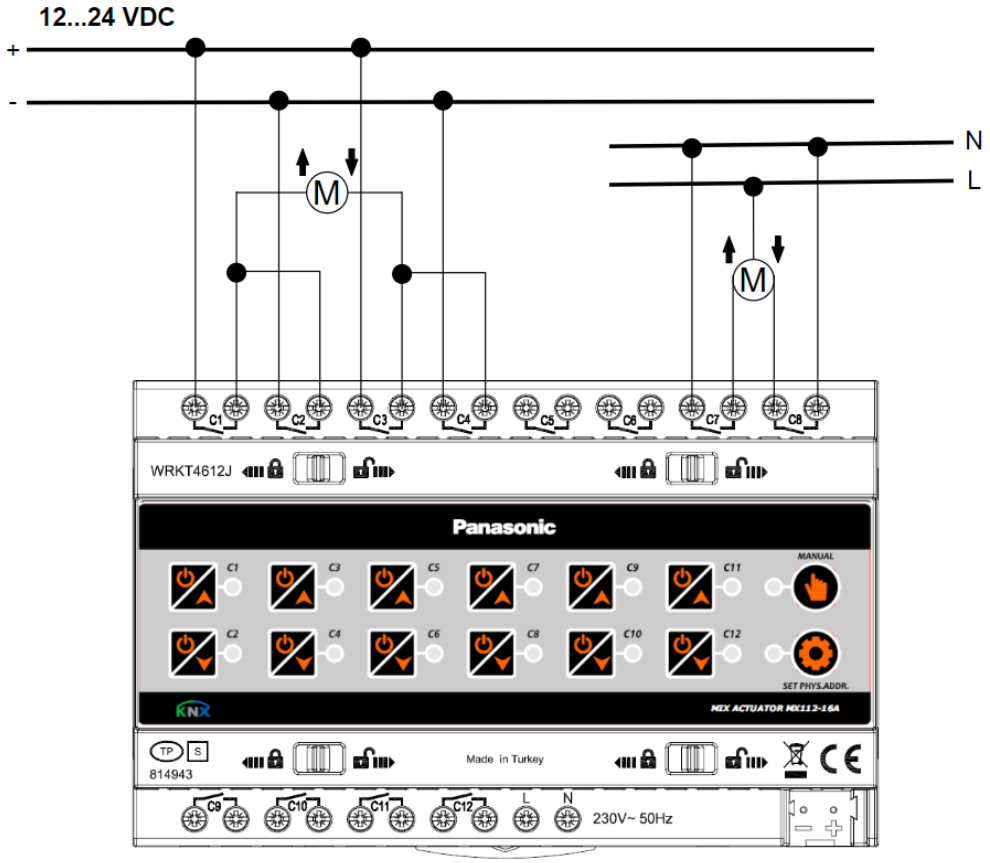


Figure 22 Shutter/Blind connection

%Height control function is used for adjusting the blind height level for a percent value. For this aim %height object is used. A value between 0% and 100% can be sent to this object. When a percent value is sent to this object, the blind height level that the blind must reach is calculated according to the complete runtime. The percent adjustment example has been shown below (The blind is at the lower end position):

- Complete runtime = 10 seconds
- The value that has been sent to %height object is %50 (128 byte value)
- The time that the blind must travels is 5 seconds (10 seconds / 2)

The blind or shutter up down controlling can be realized with central up/down function. The important point here is every blind or shutter channel must be participated in central up/down function by “Join central function” parameter. Central up/down object is used for up/down control of blind/shutter. The basic mission is the same as the up/down object. If “0” is sent to this object the participated blinds travel for upward direction and if “1” is sent to this object, the participated blinds travel for downward direction.

“Moving Status” feature object is only visible when Feedback feature is enabled. After enabling Feedback feature “Moving Status” object which is listed at Table 49 will be displayed. The blind actuator can report back via a separate 1-bit communication object per output whether the connected drive is moving. The

feedback object has a value of "1" when current is flowing from the output to the drive. Likewise, a "0" is written into the object if the output concerned remains in a stop position.

All parameters in Shutter/Blind settings page are at Table 48 and all objects at Table 49.

No	Name	Values	Description
1	*Shutter selection*	**Shutter (No slats)** Blind (With slats)	Shutter (No slats): Shutter without slats. (i.e. roller blinds) Blind (Wit slats): Shutter with slats. This option makes “Slat adjustment time” parameter appear.
2	*Slat adjustment time*	**3**…200 x 100ms	This parameter defines slat movement time 0% to 100%. The slat adjustment time specifies the time period during which the slats are adjusted from 0% to 100% or vice versa.
3	*Step time*	**3**…200 x 100ms	When “Shutter selection” parameter is selected as “Shutter (No slats)” it will be used. It defines one step time. The step width for the slat adjustment can be used to set the steps in which the slats are to rotate.
4	*Number of steps*	**2**…12	This parameter defines how many steps will be used for moving form 0% to 100% slat position.
5	*Up down movement durations*	**Same** Different	Same: Upper movement duration and lower movement duration are same. Different: Upper movement duration and lower movement duration are different. And you have to select each time.
6	*Movement duration*	5…**50**…600 s	This parameter defines complete movement duration from position 0% to position 100%.

No	Name	Values	Description
7	*Upper movement duration*	5…**60**…600 s	This parameter is only visible when “Up down movement duration” parameter is “Different”. It defines complete movement duration from 100% to 0%.
8	*Lower movement duration*	5…**50**…600 s	This parameter is only visible when “Up down movement duration” parameter is “Different”. It defines complete movement duration from 0% to 100%.
9	*Time delay at change of direction*	**Disabled** Enabled	This parameter enables a delay between changes of direction.
10	*Delay time change of direction*	**500**…2000 ms	This parameter sets duration of a delay between changes of direction. If a shutter actuator receives a movement command to the other direction during an active movement command, the actuator first switches off both commands. The shutter actuator then waits for the reversed pause before setting the relay for the next direction
11	*Position limitation*	**Disabled** Enabled	This parameter enables position limitation feature.
12	*Lower limit*	**0**…100 %	This parameter ignores telegram which is between 0% to selected “Lower limit” parameter. Note: This features only works with receiving telegrams.
13	*Upper limit*	0…**100** %	This parameter ignores telegram which is between “Upper limit” parameter to 100%. Note: This features only works with receiving telegrams.

No	Name	Values	Description
14	*Join central function*	**No** Yes	This parameter enables joining central function feature. When this parameter enables related Shutter/Blind output acts with Central Up/Down and Central Position objects listed on Table 49.
15	*Alarm function*	**Disabled** Enabled	This parameter enables alarm function features. When the function is enabled corresponding page will be displayed.
16	*Scene*	**Disabled** Enabled	This parameter can be used disable or enable the scene function. When the function is enabled corresponding page will be displayed.
17	*Feedback*	**Disabled** Enabled	This parameter can be used disable or enable the feedback function. When the function is enabled corresponding page will be displayed.
18	*Periodical sending*	**Send only at change**, 5s, 15s, 30s, 45s, 1min, 5min, 10min, 15min, 30min, 1h, 2h, 3h, 4h, 5h, 6h, 12h, 24h	Send only at change: The state object sends its current state at every change of the output. Other options, use related time cyclically and after cycle time feedback will be sent by selected feedback type.
19	*Behaviour*	**Disabled** Enabled	This parameter can be used disable or enable the behaviour function. When the function is enabled corresponding page will be displayed.

Table 48 Shutter/Blind parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
0, 14, 28, 42, 56, 70, 84, 98, 112,	Up/Down	Up/Down	1 Bit	[1.8] DPT_UpDown	C		W		

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
126, 140, 154									
1, 15, 29, 43, 57, 71, 85, 99, 113, 127, 141, 155	Scene	Scene	1 Byte	[18.1] DPT_SceneControl	C		W		
2, 16, 30, 44, 58, 72, 86, 100, 114, 128, 142, 156	Step/Stop	Step/Stop	1 Bit	[1.7] DPT_Step	C		W		
6, 20, 34, 48, 62, 76, 90, 104, 118, 132, 146, 160	Slat Position	Slat Position	1 Byte	[5.1] DPT_Scaling	C		W		
7, 21, 35, 49, 63, 77, 91, 105, 119, 133, 147, 161	Shutter/Blind Position	Blind Position	1 Byte	[5.1] DPT_Scaling	C		W		
8, 22, 36, 50, 64, 78, 92, 106, 120, 134, 148, 162	Shutter/Blind Position Feedback	Blind Position Feedback	1 Byte	[5.1] DPT_Scaling	C	R	W	T	U
9, 23, 37, 51, 65, 79, 93, 107, 121, 135, 149, 163	Moving Status	Moving Status	1 Bit	[1.11] DPT_State	C	R	W	T	U
10, 24, 38, 52, 66, 80, 94, 108, 122, 136, 150, 164	Slat Position Feedback	Slat Position Feedback	1 Byte	[5. 1] DPT_Scaling	C	R	W	T	U
171	Central Up/Down	Up/Down	1 Bit	[1.8] DPT_UpDown	C		W		
172	Central Position	Position	1 Byte	[5.1] DPT_Scaling	C		W		

Table 49 Shutter/Blind objects

8.5.1 **“Behaviour” page**

The preferred relay contact positions in case of bus voltage failure, bus or mains voltage return or after ETS programming can be pre-set separately for each output.

Behaviour after ETS programming parameter can be used to define the output relay behaviour independent of the behaviour after ETS programming.

At the beginning of each ETS programming cycle, the blind actuator always executes a "stop" command for all outputs.

Behaviour after bus voltage failure parameter defines the behaviour of a blind output if only the bus voltage fails.

Behaviour after bus or mains voltage return parameter defines the behaviour of a blind output if only the after bus or mains voltage returns. In additional to other behaviours there is an additional option which is “Latest position”.

No	Name	Values	Description
1	*Behaviour after ETS programming*	Top Bottom **Stop**	Top: After programming with the ETS, the actuator switches the relays of the output to the "Top" position. Feedback value will be 0%. Bottom: After programming with the ETS, the actuator switches the relays of the output to the "Bottom" position. Feedback value will be 100%. Stop: After programming with the ETS, the actuator switches the relays of the output to the "stop" position.
2	*Behaviour after bus voltage failure*	Top Bottom Stop Position **No action**	Top: After bus voltage failure, the actuator switches the relays of the output to the "Top" position. Feedback value will be 0%. Bottom: After bus voltage failure, the actuator switches the relays of the output to the "Bottom" position. Feedback value will be 100%. Stop: After bus voltage failure, the actuator switches the relays of the output to the "stop" position. Position: After bus voltage failure, In case of bus voltage failure, the related shutter/blind can approach a position

No	Name	Values	Description
			specified by further parameters depending on “Shutter selection” parameter. No action: After bus voltage failure, there will be no action. If there is an actual movement when bus voltage failure, it will drive to end of movement.
3	*Shutter position*	**0**…100 %	Shutter position after bus voltage failure.
4	*Slat position*	**0**…100 %	Slat position after bus voltage failure.
5	*Behaviour after bus or mains voltage return*	Top Bottom Stop Position Latest position **No action**	Top: After bus or mains voltage return, the actuator switches the relays of the output to the "Top" position. Feedback value will be 0%. Bottom: After bus or mains voltage return, the actuator switches the relays of the output to the "Bottom" position. Feedback value will be 100%. Stop: After bus or mains voltage return, the actuator switches the relays of the output to the "stop" position. Position: After bus or mains voltage return, In case of bus voltage failure, the related shutter/blind can approach a position specified by further parameters depending on “Shutter selection” parameter. Latest position: After bus or mains voltage return, shutter will drive to latest position before failure. No action: After bus or mains voltage return, there will be no action. If there is an actual movement when bus

No	Name	Values	Description
			voltage failure, it will drive to end of movement.
6	*Shutter position*	**0**…100 %	Shutter position after bus or mains voltage return.
7	*Slat position*	**0**…100 %	Slat position After bus or mains voltage return.

Table 50 Shutter/Blind behaviour parameters

8.5.2 "Alarm" page

Three different alarm types (wind alarm, rain alarm, and frost alarm) can be activated, for which further settings can then be made.

If an alarm is activated, the relevant communication object is displayed for this alarm. If the corresponding communication object receives a "1" signal, the alarm function is activated. A "0" signal deactivates the alarm.

The functionality of the alarms is identical for all three types of alarms. Furthermore, an action can be defined for triggering the alarm. Here, the user has 4 options: On the one hand, the blind actuator can move the channel top or bottom. On the other hand, the blind actuator can react with the setting "no action". Alternatively, a defined shutter or slat position can be approached.

No	Name	Values	Description
1	*Position when wind alarm start*	**No action** Drive to top Drive to bottom Value	No action: After wind alarm starts, there will be no action. If there is an actual movement when bus voltage failure, it will drive to end of movement. Drive to top: After wind alarm starts, the actuator switches the relays of the output to the "Top" position. Feedback value will be 0%. Drive to bottom: After wind alarm starts, the actuator switches the relays of the output to the "Bottom" position. Feedback value will be 100%.

No	Name	Values	Description
			Value: After wind alarm starts, the related shutter/blind can approach a position specified by further parameters depending on “Shutter selection” parameter.
2	*Position value*	**0**…100 %	Shutter position after wind alarm starts.
3	*Slat value*	**0**…100 %	Slat position after wind alarm starts.
4	*Position at wind alarm end*	**No action** Drive to top Drive to bottom Value	No action: After wind alarm ends, there will be no action. If there is an actual movement when bus voltage failure, it will drive to end of movement. Drive to top: After wind alarm ends, the actuator switches the relays of the output to the "Top" position. Feedback value will be 0%. Drive to bottom: After wind alarm ends, the actuator switches the relays of the output to the "Bottom" position. Feedback value will be 100%. Value: After wind alarm ends, the related shutter/blind can approach a position specified by further parameters depending on “Shutter selection” parameter.
5	*Position value*	**0**…100 %	Shutter position after wind alarm ends.
6	*Slat value*	**0**…100 %	Slat position after wind alarm ends.
7	*Position at rain alarm start*	**No action** Drive to top	No action: After rain alarm starts, there will be no action. If there is an actual

No	Name	Values	Description
		Drive to bottom Value	movement when bus voltage failure, it will drive to end of movement. Drive to top: After rain alarm starts, the actuator switches the relays of the output to the "Top" position. Feedback value will be 0%. Drive to bottom: After rain alarm starts, the actuator switches the relays of the output to the "Bottom" position. Feedback value will be 100%. Value: After rain alarm starts, the related shutter/blind can approach a position specified by further parameters depending on “Shutter selection” parameter.
8	*Position value*	**0**…100 %	Shutter position after rain alarm starts.
9	*Slat value*	**0**…100 %	Slat position after rain alarm starts.
10	*Position at rain alarm end*	**No action** Drive to top Drive to bottom Value	No action: After rain alarm ends, there will be no action. If there is an actual movement when bus voltage failure, it will drive to end of movement. Drive to top: After rain alarm ends, the actuator switches the relays of the output to the "Top" position. Feedback value will be 0%. Drive to bottom: After rain alarm ends, the actuator switches the relays of the output to the "Bottom" position. Feedback value will be 100%. Value: After rain alarm ends, the related shutter/blind can approach a position specified by further

No	Name	Values	Description
			parameters depending on “Shutter selection” parameter.
11	*Position value*	**0**…100 %	Shutter position after rain alarm ends.
12	*Slat value*	**0**…100 %	Slat position after rain alarm ends.
13	*Position at frost alarm start*	**No action** Drive to top Drive to bottom Value	No action: After frost alarm starts, there will be no action. If there is an actual movement when bus voltage failure, it will drive to end of movement. Drive to top: After frost alarm starts, the actuator switches the relays of the output to the "Top" position. Feedback value will be 0%. Drive to bottom: After frost alarm starts, the actuator switches the relays of the output to the "Bottom" position. Feedback value will be 100%. Value: After frost alarm starts, the related shutter/blind can approach a position specified by further parameters depending on “Shutter selection” parameter.
14	*Position value*	**0**…100 %	Shutter position after frost alarm starts.
15	*Slat value*	**0**…100 %	Slat position after frost alarm starts.
16	*Position when frost alarm end*	**No action** Drive to top Drive to bottom Value	No action: After frost alarm ends, there will be no action. If there is an actual movement when bus voltage failure, it will drive to end of movement.

No	Name	Values	Description
			Drive to top: After frost alarm ends, the actuator switches the relays of the output to the "Top" position. Feedback value will be 0%. Drive to bottom: After frost alarm ends, the actuator switches the relays of the output to the "Bottom" position. Feedback value will be 100%. Value: After frost alarm ends, the related shutter/blind can approach a position specified by further parameters depending on “Shutter selection” parameter.
17	*Position value*	**0**…100 %	Shutter position after frost alarm ends.
18	*Slat value*	**0**…100 %	Slat position after frost alarm ends.

Table 51 Alarm parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
3, 17, 31, 45, 59, 73, 87, 101, 115, 129, 143, 157	Wind Alarm	Wind Alarm	1 Bit	[1.5] DPT_Alarm	C		W	T	U
4, 18, 32, 46, 60, 74, 88, 102, 116, 130, 144, 158	Rain Alarm	Rain Alarm	1 Bit	[1.5] DPT_Alarm	C		W	T	U
5, 19, 33, 47, 61, 75, 89, 103, 117, 131, 145, 159	Frost Alarm	Frost Alarm	1 Bit	[1.5] DPT_Alarm	C		W	T	U

Table 52 Alarm objects

8.5.3 “Scene” page

Up to 12 scenes can be programmed and scene values stored separately in the actuator for each switching output. The scene values are recalled or stored via a separate scene extension object by means of extension telegrams. The datapoint type of the extension object permits addressing a maximum of 64 scenes. This

means that, in the configuration of a scene, it is possible to specify which scene number (1...64) contacts the internal scene (1...12).

If a value between “1” and “64” is sent to Access/save scene object, this means that the participated blind channels are recalling for the scene number that has been sent. The blind will travel to the level of the scene number that is specified in Blind position and Slat position in Scene page.

If a scene in which the channel is participating is taught in via the scene object, the current height of the blind is saved. It does not matter whether the position was reached via the buttons or via a bus telegram. If a scene in which the channel is participating is called via the scene object, the drive will adopt the previously saved height position. Channels not participating in the scenes are not affected by this.

No	Name	Values	Description
1	*Scene*	**Disabled** Enabled	This parameter activates scene feature.
2	*Scene number*	**1**…64	These parameters sets the included scenes for each of 12 scene according to activation number. For each scene (from scene1 to scene12), there are 64 selection number from scene number 1 to scene number 64.
3	*Position*	**0**…100 %	This parameter sets the shutter position when the related scene is called.
4	*Slat percentage*	**0**…100 %	This parameter sets the slat position when the related scene is called.
5	*Storage*	**No** Yes	By storing a scene, the user has the opportunity to change the parameterized value stored in ETS.
6	*Delay*	**0**…255 (s)	When it is “0” delay features is disabled. If it is between 1…255, it will be a delay before executing scene command.

Table 53 Shutter/Blind scene parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
1, 15, 29, 43, 57, 71, 85, 99, 113, 127, 141, 155	Scene	Scene	1 Byte	[18.1] DPT_SceneControl	C		W		

Table 54 Shutter/Blind scene object

8.6 *Fan Coil settings*

The main features of fan coil part of mix actuator will be mentioned in this part. Fan coil system refers to the water distribution system serving the in a building. There are two types fan coil systems. Parameter list is shown on Table 55Table 55 and objects are shown on Table 56Table 56.

The 2 pipes system consists of a single water source connected to two pipes as supply and return, and valve that can function as cold water (CW) or hot water (HW) depending on the mode of the system. This type of fan coil cannot work in cooling and heating mode at the same time. The operation of 2 pipes system is demonstrated in Figure 23.

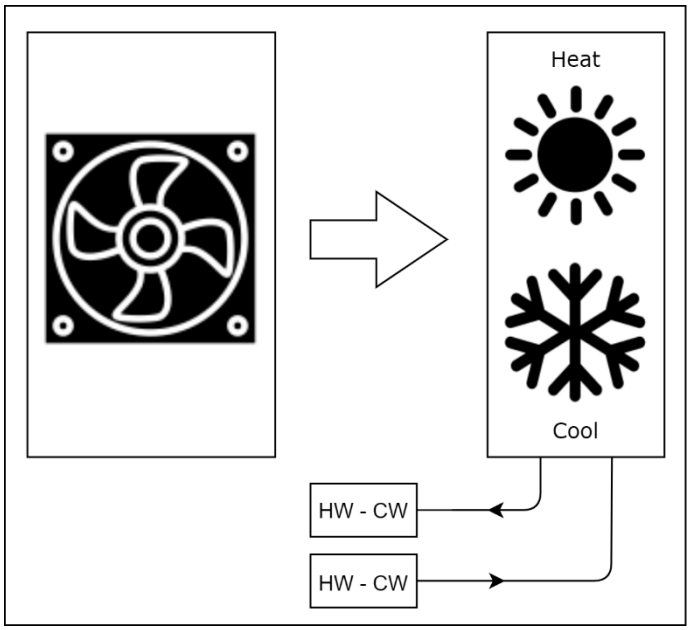


Figure 23 2 pipes fan coil system

The 4 pipe system consists of two separate cold water (CW) and hot water (HW) sources. Each source has its own set of pipes and valves for supply and return. The operation of 4 pipes system is demonstrated in Figure 24.

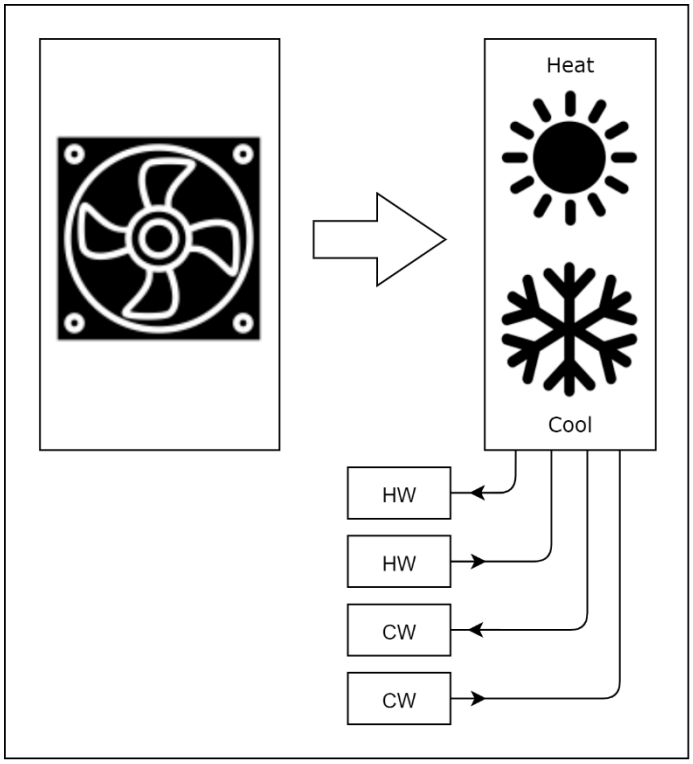


Figure 24 4 pipes fan coil system

No	Name	Values	Description
1	*Functionality*	**Heating** Cooling Heating & Cooling	This parameter is used to select function of fan coil. Note: When 4-pipe system is selected, Heating & Cooling will be the default.
2	*Feedback*	**Disabled** Enabled	This parameter can be used disable or enable the feedback function. When the function is enabled corresponding page will be displayed.
3	*Protection*	**Disabled** Enabled	This parameter can be used disable or enable the protection of fan coil system. When the value of function is changed, corresponding parameter will be displayed.
4	*Protection type*	**Valve protection** Fan protection Valve & Fan protection	This parameter is used to select protection type of fan coil system. When the value of function is changed, corresponding parameter will be displayed.
5	*Valve protection period*	1…**4**…32 (week)	This parameter is used to determine the valve protection period.

No	Name	Values	Description
6	*Valve protection time at every period*	**1**…100 (min)	This parameter is used to determine the valve protection time at every period.
7	*Fan protection period*	1…**4**…32 (week)	This parameter is used to determine the fan protection period.
8	*Fan protection time at every period*	**1**…100 (min)	This parameter is used to determine the fan protection time at every period.
5	*Disabling*	**Disabled** Enabled	This parameter can be used disable or enable the disabling function. When the function is enabled corresponding page will be displayed.
5	*Warm start*	**Disabled** Enabled	This parameter can be used to disable or enable warm start. When the function is enabled corresponding parameter will be displayed.
6	*Warm start duration*	**30s**, 1 min, 1 min 30 s, 2 min, 2 min 30 s, 3 min, 3 min 30 s, 4 min, 4 min 30 s, 5 min, 5 min 30 s, 6 min, 6 min 30 s, 7 min, 7 min 30 s, 8 min	This parameter can be used to select duration time for warm start.
6	*Behaviour*	**Disabled** Enabled	This parameter can be used disable or enable the behaviour function. When the function is enabled corresponding page will be displayed.

Table 55 Fan coil parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
11, 25, 53, 67, 95, 109, 137, 151	Fan Coil Heating Value	Heating Value	1 Byte	[5.1] DPT_Scaling	C		W		
12, 26, 54, 68, 96, 110, 138, 152	Fan Coil Cooling Value	Cooling Value	1 Byte	[5.1] DPT_Scaling	C		W		

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
13, 27, 55, 69, 97, 111, 139, 153	Fan Coil Switchover	Switchover	1 Bit	[1.100] DPT_Heat_Cool	C		W		

Table 56 Fan coil objects

8.6.1 "Heating, cooling or heating & cooling settings" page

Heating, cooling or heating & cooling settings parameter list is shown on Table 57.

No	Name	Values	Description
1	*Valve control*	**Normal** Inverted	Normal: Sends the state of the channel Inverted: Sends the inverted state of the channel
2	*PWM time*	3….**5**….30 (min)	This parameter is used to set pulse width modulation time for valve.
3	*Time for closing*	**0**…14 (min)	This parameter is used to set time for closing valve.
4	*Minimum position*	%(**0**-50)	This parameter is used to set minimum position of valve.
5	*Maximum position*	%(51-**100**)	This parameter is used to set maximum position of valve.
6	*Delay between heating and cooling*	0…**5**…30 (min)	This parameter is used to set time between heating and cooling functions.

Table 57 Heating, cooling or heating & cooling settings parameters

8.6.2 "Fan settings" page

The fan coil provides control as a 3 step fan. The fan coil can provides control as a 3 step fan. For this process, 3 windings are tapped off the fan coil unit to device. In individual fan control, it must be ensured that two

contacts are not switched on simultaneously. More information will be explained in description part parameters table. Fan settings parameter list is shown on Table 58 and objects are shown on Table 61.

No	Name	Values	Description
1	*Fan control behaviour*	**Individually** Hierarchically	This function is used to select behaviour of fan control. There are two ways for controlling fan level. The operation of these ways are shown in Table 59 and Table 60.
2	*Manual fan control*	**Disabled** Enabled	This parameter can be used disable or enable the manual fan control. When the function is enabled corresponding page will be displayed.
3	*Fan level change over via*	**Value object 1-Byte** Switching object 1-Bit	This parameter is used to select control object of fan level as 1 byte or 1 bit.
4	*Number of fan steps*	1 Step 2 Steps **3 Steps**	This parameter is used to select number of fan steps.
5	*Fan 1 limit*	1…**10**…100 %	This parameter is used to set the intervals at which the first fan level will operate.
6	*Fan 2 limit*	1…**40**…100 %	This parameter is used to set the intervals at which the second fan level will operate.
7	*Fan 3 limit*	1…**70**…100 %	This parameter is used to set the intervals at which the third fan level will operate.
8	*Minimum time to stay within a fan step*	**0**…255 (s)	This parameter is used to set the time between two fan levels when the fan level needs to be changed.
9	*Hysteresis*	**0**…20 %	This parameter is used to set hysteresis between fan limits.

Table 58 Fan settings parameters

Active Fan Level	Fan 1 Output	Fan 2 Output	Fan 3 Output
None (switched off)	OFF	OFF	OFF
Fan Level 1	**ON**	OFF	OFF
Fan Level 2	OFF	**ON**	OFF
Fan Level 3	OFF	OFF	**ON**

Table 59 Individually fan level control

Active Fan Level	Fan 1 Output	Fan 2 Output	Fan 3 Output
None (switched off)	OFF	OFF	OFF
Fan Level 1	**ON**	OFF	OFF
Fan Level 2	**ON**	**ON**	OFF
Fan Level 3	**ON**	**ON**	**ON**

Table 60 Hierarchically fan level control

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
0, 14, 42, 56, 84, 98, 126, 140	Fan Coil Manual/Auto	Manual/Auto	1 Bit	[1.1] DPT_Switch	C	R	W		
1, 15, 43, 57, 85, 99, 127, 141	Fan Coil Manual Fan Level 1-Byte	Manual Fan Level 1-Byte	1 Byte	[5.10] DPT_Value_1_Ucount	C		W		
2, 16, 44, 58, 86, 100, 128, 142	Fan Coil Manual Fan Level1	Manual Fan Level1	1 Bit	[1.1] DPT_Switch	C		W		
3, 17, 45, 59, 87, 101, 129, 143	Fan Coil Manual Fan Level2	Manual Fan Level2	1 Bit	[1.1] DPT_Switch	C		W		
4, 18, 46, 60, 88, 102, 130, 144	Fan Coil Manual Fan Level3	Manual Fan Level3	1 Bit	[1.1] DPT_Switch	C		W		

Table 61 Fan settings objects

8.6.3 "Feedback" page

When the feedback telegram is enabled, the status information is transmitted every time that a change occurs on the output. However, it is also possible to define a cyclically sending of the status through the parameter "Send cyclically". Thereby, the current value of the output is transmitted with the period configured.

Feedback parameter list is shown on Table 62 and objects are shown on Table 63.

No	Name	Values	Description
1	*Fan feedback type*	**Individually** Value	This parameter is used to select fan feedback type as individually or value.
2	*Send cyclically*	**Disabled** Enabled	This parameter can be used disable or enable send cyclically feedback function. When the function is enabled corresponding page will be displayed.
3	*Cycle time*	**Send only at change**, 5s, 15s, 30s, 45s, 1min, 5min, 10min, 15min,	Send only at change: The state object sends its current state at every change of the output.

No	Name	Values	Description
		30min, 1h, 2h, 3h, 4h, 5h, 6h, 12h, 24h	Other options, use related time cyclically and after cycle time feedback will be sent by selected feedback type.

Table 62 Fan Coil feedback parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
5, 19, 47, 61, 89, 103, 131, 145	Fan Coil Feedback Fan Level 1-Byte	Feedback Fan Level 1-Byte	1 Byte	[5.10] DPT_Value_1_Ucount	C	R	W	T	U
6, 20, 48, 62, 90, 104, 132, 146	Fan Coil Feedback Fan Level1	Feedback Fan Level1	1 Bit	[1.1] DPT_Switch	C	R	W	T	U
7, 21, 49, 63, 91, 105, 133, 147	Fan Coil Feedback Fan Level2	Feedback Fan Level2	1 Bit	[1.1] DPT_Switch	C	R	W	T	U
8, 22, 50, 64, 92, 106, 134, 148	Fan Coil Feedback Fan Level3	Feedback Fan Level3	1 Bit	[1.1] DPT_Switch	C	R	W	T	U
10, 24, 52, 66, 94, 108, 136, 150	Fan Coil Feedback	Active/Passive	1 Bit	[1.1] DPT_Switch	C	R	W	T	U

Table 63 Fan Coil feedback objects

8.6.4 "Disabling" page

The fan coil actuator can disable each of the fan coil channels with disabling function. When the disabling function is activated, the valve and fan outputs can be set to a state determined via ETS and can no longer be controlled via the bus. In this case, the outputs can only be controlled by manual control buttons directly on the device. The behaviour of the valve or fan outputs can be adjusted after the disabling function. Disabling parameter list is shown on Table 64 and objects are shown on Table 65.

No	Name	Values	Description
1	*Polarity*	**Enabled with Value 1** Enabled with Value 0	This parameter is used to select polarity of disabling function.

No	Name	Values	Description
2	*Output status at beginning of disabling*	**No reaction** Fan 1 Fan 2 Fan 3 Switch off all outputs	No reaction: Related output state doesn't change output status at beginning of disabling. Fan 1, 2 and 3: Selected fan level will be ON at beginning of disabling function. Switch off all outputs: All output status at beginning of disabling function will be OFF.
3	*Output status at end of disabling*	**No reaction** Fan 1 Fan 2 Fan 3 Switch off all outputs	No reaction: Related output state doesn't change output status at end of disabling. Fan 1, 2 and 3: Selected fan level will be ON at end of disabling function. Switch off all outputs: All output status at end of disabling function will be OFF.

Table 64 Disabling parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
9, 23, 51, 65, 93, 107, 135, 149	Fan Coil Disabling	Disabling	1 Bit	[1.3] DPT_Enable	C		W		

Table 65 Disabling object

8.6.5 "Behaviour" page

The preferred relay contact positions after bus voltage return or after ETS programming can be pre-set separately for each output. Since the actuator is equipped with mains-dependent monostable relays, the relay switching state at bus voltage failure can be defined as well.

After mains voltage return, the switching state last existing and internally stored before mains voltage failure will be tracked.

Data save routine:
Mains voltage failure -> Data storage -> Then bus voltage failure -> No further data storage.

Behaviour parameter list is shown on Table 66.

No	Name	Values	Description
1	*Behaviour after ETS programming*	**Disabled** Enabled	This parameter can be used disable or enable behaviour after ETS programming.
2	*After ETS programming*	**No reaction** Fan 1 Fan 2 Fan 3 Switch off all outputs	No reaction: Related output state doesn't change after ETS programming. Fan 1, 2 and 3: Selected fan level will be ON after ETS programming. Switch off all outputs: All output will be OFF after ETS programming.
3	*Behaviour after bus voltage failure*	**Disabled** Enabled	This parameter can be used disable or enable behaviour after bus voltage failure.
4	*Bus voltage failure*	**No reaction** Fan 1 Fan 2 Fan 3 Switch off all outputs	No reaction: Related output state doesn't change after bus voltage failure. Fan 1, 2 and 3: Selected fan level will be ON after bus voltage failure. Switch off all outputs: All output will be OFF after bus voltage failure.
5	*Behaviour after bus voltage return*	**Disabled** Enabled	This parameter can be used disable or enable behaviour after bus voltage return.
6	*Bus voltage return*	**No reaction** Fan 1 Fan 2 Fan 3 Switch off all outputs	No reaction: Related output state doesn't change after bus voltage return. Fan 1, 2 and 3: Selected fan level will be ON after bus voltage return. Switch off all outputs: All output will be OFF after bus voltage return.
7	*Behaviour after mains voltage recovery*	**Disabled** Enabled	This parameter can be used disable or enable behaviour after mains voltage recovery.

No	Name	Values	Description
8	*220 recovery*	**No reaction** Fan 1 Fan 2 Fan 3 Switch off all outputs	No reaction: Related output state doesn't change after 220 recovery. Fan 1, 2 and 3: Selected fan level will be ON after 220 recovery. Switch off all outputs: All output will be OFF after 220 recovery.

Table 66 Fan Coil behaviour parameters

8.7 *Auxiliary functions settings*

Auxiliary function has 5 different functionalities: Logic gate, Sequence / Counter, Converter, Scene actuator and Send after reset. All functionalities has own objects and parameters.

No	Name	Values	Description
1	*Auxiliary function 1*	**Not used** Logic gate Sequence / Counter Converter Scene actuator Send after reset	This parameter is used for selecting functionality for Auxiliary function 1.
2	*Auxiliary function 1 name*		This parameter is used for naming Auxiliary function 1.
3	*Auxiliary function 2*	**Not used** Logic gate Sequence / Counter Converter Scene actuator Send after reset	This parameter is used for selecting functionality for Auxiliary function 2.
4	*Auxiliary function 2 name*		This parameter is used for naming Auxiliary function 2.
5	*Auxiliary function 3*	**Not used** Logic gate Sequence / Counter Converter Scene actuator Send after reset	This parameter is used for selecting functionality for Auxiliary function 3.

No	Name	Values	Description
6	*Auxiliary function 3 name*		This parameter is used for naming Auxiliary function 3.
7	*Auxiliary function 4*	**Not used** Logic gate Sequence / Counter Converter Scene actuator Send after reset	This parameter is used for selecting functionality for Auxiliary function 4.
8	*Auxiliary function 4 name*		This parameter is used for naming Auxiliary function 4.
9	*Auxiliary function 5*	**Not used** Logic gate Sequence / Counter Converter Scene actuator Send after reset	This parameter is used for selecting functionality for Auxiliary function 5.
10	*Auxiliary function 5 name*		This parameter is used for naming Auxiliary function 5.
11	*Auxiliary function 6*	**Not used** Logic gate Sequence / Counter Converter Scene actuator Send after reset	This parameter is used for selecting functionality for Auxiliary function 6.
12	*Auxiliary function 6 name*		This parameter is used for naming Auxiliary function 6.

Table 67 Auxiliary functions parameters

8.7.1 Logic Gate settings

The Logic block can have at least two, at most 8 inputs (additional inputs are enabled individually); all input types have 1-bit object.

Under Logic Gate, you can select which type of logic gate you wish to use. In the setting ‘AND’ for example, a telegram is only sent at the output if all the inputs have sent an ON telegram.

You can select for each of the 8 inputs (x = 1…8), whether you wish to use the input normally, whether you wish to invert the input or whether you do not want to use the input. You can e.g. also create an AND gate with only 2 inputs and 1 output.

Under "*Send output telegram when"*, you can select when an output telegram should be sent. If you select 'Output changes', an output telegram is only sent if the value of the output has changed e.g. from 0 to 1. If you would like the output to be sent after each receipt of a telegram at one of the inputs, you must set the option 'A new input telegram is received'. In this case, an output telegram is also sent when the value of the output has not been changed.

No	Name	Values	Description
1	*Auxiliary function X name*		This parameter is used for naming Auxiliary function X.
2	*Logic gate type*	**AND** OR XOR NAND NOR XNOR One hot NOT	This parameter is used for selecting Logic gate function. There are 8 different options for logic gate: AND: The AND gate gives a high output (1) only if all its inputs are high. OR: The OR gate gives a high output (1) if one or more of its inputs are high. XOR: The XOR gate give a high output if either, but not both, of its two inputs are high. NAND: This is a NOT-AND gate which is equal to an AND gate followed by a NOT gate. The outputs of all NAND gates are high if any of the inputs are low. NOR: This is a NOT-OR gate which is equal to an OR gate followed by a NOT gate. The outputs of all NOR gates are low if any of the inputs are high. XNOR: The XNOR gate will give a low output if either, but not both, of its two inputs are high. One hot: The One-Hot gate will give a high output in case only one input is high.

No	Name	Values	Description
			NOT: The NOT gate produces an inverted version of the input at its output. It is also known as an inverter.
3	*Number of used inputs*	**2** 3 4 5 6 7 8	This parameter defines how many inputs will be used for logic operation.
4	*Input X polarity*	**Normal** Inverted	This parameter is used for inverting input value.
5	*Input X value after mains voltage recovery*	**0** 1 As before mains voltage failure Read from bus Block output until new telegram is received	After mains voltage recovery input value will be used as below options. 0: Input will be “0”. 1: Input will be “1”. As before mains voltage failure: Input will be as before mains voltage failure. Read from bus: Input value will be read from bus. Block output until new telegram is received: Input will be disabled until new telegram is received.
6	*Output object type*	**1-bit** Scene number Percentage 1-byte 2-byte Float	This parameter defines output object type. Depending on this parameter output value range will be changed.
7	*Output value for true*	**0** 1 **1**…64	Depending on “*Output object type* “parameter selection output value for true will be defined by using this parameter.

No	Name	Values	Description
		0…100 **0**…255 **0**…65535 -670760…**0**…670760	
8	*Output value for false*	**0** 1 **1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	Depending on "*Output object type* "parameter selection output value for false will be defined by using this parameter.
9	*Send output telegram when*	**A new input telegram is received** Output changes	This parameter defines output sending behaviour. A new input telegram is received: When input telegram is received output value will be sent. Output changes: Output sends after output value changes. After receiving new input telegram if output value doesn't change output will not be sent.
10	*Send output after delay*	**No** Yes	This parameter enables a delay before sending output value.
11	*Delay time*	00:00:00…**00:00:10**…09:06:07	Delay time before output value will be sent.
12	*Send output cyclically*	**No** Yes	This parameter enables cyclical sending output value.
13	*Cycle time*	00:00:00…**00:00:10**…09:06:07	After cycle time exceeds output value will be sent. And cycle time starts to count again.

No	Name	Values	Description
14	*Lock status after mains voltage recovery*	**Unlocked** Locked As before mains voltage failure Read from bus	After mains voltage recovery lock status behaviour will be as below option Unlocked Locked As before mains voltage failure Read from bus

Table 68 Logic gate parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
180, 191, 202, 213, 224, 235	*Logic Gate*	*Input 1*	*1 Bit*	*[1] 1.xxx, [1.2] DPT Bool*	*C*		*W*	*T*	*U*
181, 192, 203, 214, 225, 236	*Logic Gate*	*Input 2*	*1 Bit*	*[1] 1.xxx, [1.2] DPT Bool*	*C*		*W*	*T*	*U*
182, 193, 204, 215, 226, 237	*Logic Gate*	*Input 3*	*1 Bit*	*[1] 1.xxx, [1.2] DPT Bool*	*C*		*W*	*T*	*U*
183, 194, 205, 216, 227, 238	*Logic Gate*	*Input 4*	*1 Bit*	*[1] 1.xxx, [1.2] DPT Bool*	*C*		*W*	*T*	*U*
184, 195, 206, 217, 228, 239	*Logic Gate*	*Input 5*	*1 Bit*	*[1] 1.xxx, [1.2] DPT Bool*	*C*		*W*	*T*	*U*
185, 196, 207, 218, 229, 240	*Logic Gate*	*Input 6*	*1 Bit*	*[1] 1.xxx, [1.2] DPT Bool*	*C*		*W*	*T*	*U*
186, 197, 208, 219, 230, 241	*Logic Gate*	*Input 7*	*1 Bit*	*[1] 1.xxx, [1.2] DPT Bool*	*C*		*W*	*T*	*U*
187, 198, 209, 220, 231, 242	*Logic Gate*	*Input 8*	*1 Bit*	*[1] 1.xxx, [1.2] DPT Bool*	*C*		*W*	*T*	*U*
188, 199, 210, 221, 232, 243	*Logic Gate*	*Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
	Logic Gate	*Output*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*	*R*	*W*	*T*	
	Logic Gate	*Output*	*1 Byte*	*[5.1] DPT Scaling*	*C*	*R*	*W*	*T*	
	Logic Gate	*Output*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	
	Logic Gate	*Output*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	
	Logic Gate	*Output*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*	*R*	*W*	*T*	
189, 200, 211, 222, 233, 244	*Lock*	*Lock Channel*	*1 Bit*	*[1.3] DPT Enable*	*C*	*R*	*W*	*T*	*U*

Table 69 Logic gate objects

8.7.2 Sequence / Counter settings

The sequencer function sends the next/previous step value when it receives a valid telegram from its input object.
The counter function increases/decreases the output value when it receives a valid telegram from its input object.

There are three sequencing types:

1- Cyclic: step1 – step2 – step3 – step4 - step5 - step1 – step2..
2- Up-down: step1 – step2 – step3 – step4 - step5 - step4 – step3 – step2 – step1 – step2..
3- Two directions: the user select the input value where the sequencer / counter will go up, and the input value where the sequencer / counter will go down. For example: On telegrams for up, Off telegrams for down.

For the sequencer function:

- The number of steps can be figured.
- Additional 1-bit telegram can be send with specific value for each step
- The output object type can be different for each step, or the same for all steps.
  For example: step 1 value = Off, step 2 value = %10, step 3 value = 21.5 …

No	Name	Values	Description
1	*Auxiliary function X name*		This parameter is used for naming Auxiliary function X.
2	*Function type*	**Sequencer** Counter	This parameter selects Sequencer or Counter function.
3	*Sequencing / Counting type*	**Cyclic** Up-down Two directions	This parameter defines type of direction.
4	*Input object type*	**1-bit** Scene number	This parameter defines how to be triggered. There are two different option. 1-bit object and Scene object.
6	*Next step at*	**Any input telegram value** On telegram only Off telegram only	This parameter defines how to pass next step.
7	*Next step at scene number*	**1**…64	This parameter defines scene number for passing to next step.

No	Name	Values	Description
8	*Previous step at scene number (Two directions)*	1…**2**…64	This parameter is only visible when *"Sequencing / Counting type"* parameter selected as Two directions. It defines a scene number to step back previous step.
9	*Number of steps*	**2** 3 4 5	This parameter defines how many steps will be used while using Sequencer function.
10	*Number of output objects*	**One output object for all steps** One output object for each step	This parameter defines how many output object will be used.
11	*Use additional 1-bit output object*	**No** Yes	This parameter adds an additional 1-bit object to use.
12	*Output object type*	1-bit **Scene number** Percentage 1-byte 2-byte Float	This parameter selects output object type. Depending on your usage you can select proper option to use.
13	*Step 1 output value*	**0** 1 **1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	Depending on selection of object type you can define a value for Step 1 output.
14	*Step 2 output value*	**0** 1 **1**…64	Depending on selection of object type you can define a value for Step 2 output.

No	Name	Values	Description
		0…100 **0**…255 **0**…65535 -670760…**0**…670760	
15	*Step 3 output value*	**0** 1 **1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	Depending on selection of object type you can define a value for Step 3 output.
16	*Step 4 output value*	**0** 1 **1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	Depending on selection of object type you can define a value for Step 4 output.
17	*Step 5 output value*	**0** 1 **1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	Depending on selection of object type you can define a value for Step 5 output.

No	Name	Values	Description
18	*After mains voltage recovery start from*	**Step 1** Last sent step before voltage failure	This parameter defines a behaviour after mains voltage recovery. There are two different options. Step 1 Last sent step before voltage failure
19	*Counter output object type*	**Scene number** Percentage 1-byte 2-byte Float	This parameter is used while counter option is using. It defines object type for output object.
20	*Counter lower limit*	**1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	Depending on selection of output object type you can define a value for Counter lower limit.
21	*Counter upper limit*	**1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	Depending on selection of output object type you can define a value for Counter upper limit.
22	*Counter step*	**1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	Depending on selection of output object type you can define a value for Counter step.
23	*After mains voltage recovery start from*	**Lower limit** Last sent step before voltage failure	This parameter defines a behaviour after mains voltage recovery while

No	Name	Values	Description
			using counter option. There are two different options. Lower limit Last sent step before voltage failure
24	*Send output after delay*	**No** Yes	This parameter enables a delay before sending output value.
25	*Delay time*	00:00:00…**00:00:10**…09:06:07	Delay time before output value will be sent.
26	*Send output cyclically*	**No** Yes	This parameter enables cyclical sending output value.
27	*Cycle time*	00:00:00…**00:00:10**…09:06:07	After cycle time exceeds output value will be sent. And cycle time starts to count again.
28	*Lock status after mains voltage recovery*	**Unlocked** Locked As before mains voltage failure Read from bus	After mains voltage recovery lock status behaviour will be as below option Unlocked Locked As before mains voltage failure Read from bus

Table 70 Sequence/Counter parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
180, 191, 202, 213, 224, 235	*Sequencer / Counter Input*	*Scene Number Input*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*		*W*		
	Sequencer / Counter Input	*1-Bit Input*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*		
181, 192, 203, 214, 225, 236	*Sequencer / Counter*	*Output*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output*	*1 Byte*	*[5.1] DPT Scaling*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 1*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*	*R*	*W*	*T*	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
	Sequencer / Counter	*Output 1*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 1*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 1*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 1*	*1 Byte*	*[5.1] DPT Scaling*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 1*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
182, 193, 204, 215, 226, 237	*Sequencer / Counter*	*Output 2*	*1 Byte*	*[5.1] DPT Scaling*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 2*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 2*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 2*	*1 Bit*	*[1] 1.xxx, [1.2] DPT Bool*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 2*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 2*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*	*R*	*W*	*T*	
183, 194, 205, 216, 227, 238	*Sequencer / Counter*	*Output 3*	*1 Bit*	*[1] 1.xxx, [1.2] DPT Bool*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 3*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 3*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 3*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 3*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 3*	*1 Byte*	*[5.1] DPT Scaling*	*C*	*R*	*W*	*T*	
184, 195, 206, 217, 228, 239	*Sequencer / Counter*	*Output 4*	*1 Bit*	*[1] 1.xxx, [1.2] DPT Bool*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 4*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 4*	*1 Byte*	*[5.1] DPT Scaling*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 4*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 4*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 4*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 5*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
185, 196, 207, 218, 229, 240	*Sequencer / Counter*	*Output 5*	*1 Bit*	*[1] 1.xxx, [1.2] DPT Bool*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 5*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 5*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 5*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*	*R*	*W*	*T*	
	Sequencer / Counter	*Output 5*	*1 Byte*	*[5.1] DPT Scaling*	*C*	*R*	*W*	*T*	
186, 197, 208, 219, 230, 241	*Sequencer / Counter*	*Additional 1-Bit Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
191, 202, 213, 224, 235, 246	*Sequencer / Counter Input*	*1-Bit Input*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*		
	Sequencer / Counter Input	*Scene Number Input*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*		*W*		

Table 71 Sequence/Counter objects

8.7.3 Converter settings

The converter function is used to convert data point types and/or telegram values.
There are 5 converter types:

1- User customized: The user specifies the input and the output object types, the comparison statement (greater than, equal to, between, etc…) for the input value, and the output values for the comparison result.
2- 8 x 1-bit => 1 x 1-byte: Combines 8 1-bit objects into 1-byte object
3- 1 x 1-byte => 8 x 1-bit: separates 1-byte object to 8 1-bit objects
4- 2 x 1-byte => 1 x 2-byte : Combines 2 1-byte objects into 2-byte object
5- 1 x 2-byte => 2 x 1-byte: separates 2-byte object to 2 1-byte objects

For all converter types the converter can be bidirectional (converts the telegrams that comes from the output object to the input object).

No	Name	Values	Description
1	*Auxiliary function X name*		This parameter is used for naming Auxiliary function X.
2	*Converter type*	**User customized** 8 x 1-bit => 1 x1-byte 1 x 1-byte => 8 x 1-bit 2 x 1-byte => 1 x 2-byte 1 x 2-byte => 2 x 1-byte	This parameter defines type of converter for related auxiliary function. User customized: User defines input and output values. 8 x 1-bit => 1 x 1-byte: Eight 1-bit input converts to one 1-byte output object. 1 x 1-byte => 8 x 1-bit: One 1-byte object converts to eight 1-bit objects. 2 x 1-byte => 1 x 2-byte: Two 1-byte input objects converts to one 2-byte object. 1 x 2-byte => 2 x 1-byte: One 2-byte object converts to two 1-byte output objects.
3	*Bidirectional*	**No** Yes	This parameter allows to convert output object to input.
4	*X terminal object type*	**1-bit** Scene number Percentage 1-byte 2-byte Float	This parameter selects input object type. Depending on your usage you can select proper option to use.
5	*Y terminal object type*	**1-bit** Scene number Percentage 1-byte 2-byte Float	This parameter selects output object type. Depending on your usage you can select proper option to use.
6	*If received X terminal object value is*	**Equal to** Not equal to	Depending on object type user can choose proper option for own usage.

No	Name	Values	Description
		Equal to Unequal to Lower than Equal or lower than Greater than Equal or greater than Between	
7	*Value (X)*	**0** 1 **1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	This parameter defines a value for input(X). Its range changes depending on object type selection.
8	*Then send to Y terminal Value*	**0** 1 **1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	This parameter defines a value for input(Y). Its range changes depending on object type selection.
9	*Else*	**Don't send telegram** Send telegram	This parameter allows to send telegram in case of "else" condition occurs.
10	*If received Y terminal object value is*	**Equal to** Not equal to **Equal to** Unequal to Lower than Equal or lower than Greater than	This parameter is only visible when "*Bidirectional*"parameter is "Yes".

No	Name	Values	Description
		Equal or greater than Between	
11	*Value (Y)*	**0** 1 **1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	This parameter defines a value for input(Y). Its range changes depending on object type selection.
12	*Then send to X terminal Value*	**0** 1 **1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	This parameter defines a value for input(X). Its range changes depending on object type selection.
13	*Else*	**Don't send telegram** Send telegram	This parameter allows to send telegram in case of "else" condition occurs.
14	*Send telegram when*	**New telegram is received** Terminal object value changes	This parameter defines behaviour when telegram will be sent.
15	*Send output after delay*	**No** Yes	This parameter enables a delay before sending output value.
16	*Delay time*	00:00:00…**00:00:10**…09:06:07	Delay time before output value will be sent.
17	*Send output cyclically*	**No** Yes	This parameter enables cyclical sending output value.

No	Name	Values	Description
18	*Cycle time*	00:00:00…**00:00:10**…09:06:07	After cycle time exceeds output value will be sent. And cycle time starts to count again.
19	*Converter behaviour after mains voltage recovery*	**Wait for new telegrams** Read X terminal objects Read Y terminal objects	After mains voltage recovery lock status behaviour will be as below option Unlocked Locked As before mains voltage failure Read from bus
20	*Lock status after mains voltage recovery*	**Unlocked** Locked As before mains voltage failure Read from bus	This parameter enables a delay before sending output value.

Table 72 Converter parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
180, 191, 202, 213, 224, 235	*X Terminal*	*Input / Output*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*	*R*	*W*	*T*	*U*
	X Terminal 1-Byte (LSB)	*Input / Output*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	*U*
	X Terminal 1-Byte (LSB)	*Output*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	
	X Terminal	*Input / Output*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	*U*
	X Terminal 1-Byte (LSB)	*Input*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*		*W*	*T*	*U*
	X Terminal Bit 1	*Input / Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	*U*
	X Terminal Bit 1	*Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
	X Terminal	*Input*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*		*W*	*T*	*U*
	X Terminal Bit 1	*Input*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	*U*
	X Terminal	*Input*	*1 Byte*	*[5.1] DPT Scaling*	*C*		*W*	*T*	*U*
	X Terminal	*Input*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	*U*
	X Terminal	*Input*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*		*W*	*T*	*U*
	X Terminal	*Input / Output*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	*U*

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
	X Terminal	*Input*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*		*W*	*T*	*U*
	X Terminal	*Input / Output*	*1 Byte*	*[5.1] DPT Scaling*	*C*	*R*	*W*	*T*	*U*
	X Terminal	*Input / Output*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*	*R*	*W*	*T*	*U*
	X Terminal	*Input*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*		*W*	*T*	*U*
	X Terminal	*Input / Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	*U*
181, 192, 203, 214, 225, 236	*X Terminal Bit 2*	*Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
	X Terminal Bit 2	*Input / Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	*U*
	X Terminal Bit 2	*Input*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	*U*
	X Terminal 1-Byte (MSB)	*Input*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*		*W*	*T*	*U*
	X Terminal 1-Byte (MSB)	*Output*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	
	X Terminal 1-Byte (MSB)	*Input / Output*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	*U*
182, 193, 204, 215, 226, 237	*X Terminal Bit 3*	*Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
	X Terminal Bit 3	*Input / Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	*U*
	X Terminal Bit 3	*Input*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	*U*
183, 194, 205, 216, 227, 238	*X Terminal Bit 4*	*Input*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	*U*
	X Terminal Bit 4	*Input / Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	*U*
	X Terminal Bit 4	*Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
184, 195, 206, 217, 228, 239	*X Terminal Bit 5*	*Input*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	*U*
	X Terminal Bit 5	*Input / Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	*U*
	X Terminal Bit 5	*Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
185, 196, 207, 218, 229, 240	*X Terminal Bit 6*	*Input*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	*U*
	X Terminal Bit 6	*Input / Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	*U*
	X Terminal Bit 6	*Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
186, 197, 208, 219, 230, 241	*X Terminal Bit 7*	*Input*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	*U*
	X Terminal Bit 7	*Input / Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	*U*

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
	X Terminal Bit 7	*Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
187, 198, 209, 220, 231, 242	*X Terminal Bit 8*	*Input*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	*U*
	X Terminal Bit 8	*Input / Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	*U*
	X Terminal Bit 8	*Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
188, 199, 210, 221, 232, 243	*Y Terminal 1-Byte*	*Output*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	
	Y Terminal 2-Byte	*Input / Output*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	*U*
	Y Terminal	*Input / Output*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*	*R*	*W*	*T*	*U*
	Y Terminal	*Input / Output*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	*U*
	Y Terminal	*Input / Output*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	*U*
	Y Terminal 1-Byte	*Input / Output*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	*U*
	Y Terminal	*Input / Output*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*	*R*	*W*	*T*	*U*
	Y Terminal	*Input / Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	*U*
	Y Terminal	*Input / Output*	*1 Byte*	*[5.1] DPT Scaling*	*C*	*R*	*W*	*T*	*U*
	Y Terminal	*Output*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	
	Y Terminal 1-Byte	*Input*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*		*W*	*T*	*U*
	Y Terminal 2-Byte	*Input*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*		*W*	*T*	*U*
	Y Terminal	*Output*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*	*R*	*W*	*T*	
	Y Terminal	*Output*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	
	Y Terminal	*Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	
	Y Terminal	*Output*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*	*R*	*W*	*T*	
	Y Terminal	*Output*	*1 Byte*	*[5.1] DPT Scaling*	*C*	*R*	*W*	*T*	
	Y Terminal 2-Byte	*Output*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	
189, 200, 211, 222, 233, 244	*Lock*	*Lock Channel*	*1 Bit*	*[1.3] DPT Enable*	*C*	*R*	*W*	*T*	*U*

Table 73 Converter objects

8.7.4 Scene Actuator settings

This function has one scene input and 8 outputs. It sends the configured output values when it receives the set scene number. The output value can be from different types.

Scene actuator values can be overridden when a “Learn” telegram is received.

The installer can keep the learned output values after ETS download and don’t overwrite it.
A delay time can be set before first output’s telegram, and another one between the other outputs’ telegrams.

No	Name	Values	Description
1	*Auxiliary function X name*		This parameter is used for naming Auxiliary function X.
2	*Scene number for actuating*	**1**…64	Scene number for actuating scene action.
3	*Overwrite output values at download*	No **Yes**	This parameter allows to overwrite output values after ETS download.
4	*Save output values with learn telegrams*	**No** Yes	This parameter allows to save output values with telegram.
5	*Stop sending telegrams if a scene with different number is called*	**No** Yes	This parameter allows to send telegrams with different scene number.
6	*Actuating start up delay*	**00:00:00**…09:06:07	This parameter adds a delay time at start up behaviour.
7	*Delay between output telegrams*	**00:00:00**…09:06:07	This parameter adds a delay time before output telegram sent.
8 *10* *12* *14* *16* *18*	*Output X type* *(X = 1,2,3,4,5,6)*	**1-bit** Scene number Percentage 1-byte 2-byte Float	This parameter selects output object type. Depending on your usage you can select proper option to use.
9 *11* *13* *15* *17* *19*	*Output X value* *(X = 1,2,3,4,5,6)*	**0** 1 **1**…64 **0**…100	This parameter selects output object value. Depending on your usage you can select proper option to use.

No	Name	Values	Description
		0…255 **0**…65535 -670760…**0**…670760	
20	*Lock status after mains voltage recovery*	**Unlocked** Locked As before mains voltage failure Read from bus	After mains voltage recovery lock status behaviour will be as below option Unlocked Locked As before mains voltage failure Read from bus

Table 74 Scene actuator parameters

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
180, 191, 202, 213, 224, 235	*Scene Actuator*	*Scene Number Input*	*1 Byte*	*[17.1] DPT SceneNumber, [18.1] DPT SceneControl*	*C*		*W*		
181, 192, 203, 214, 225, 236	*Scene Actuator*	*Output 1*	*1 Byte*	*[5.1] DPT Scaling*	*C*		*W*	*T*	
	Scene Actuator	*Output 1*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 1*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 1*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	
	Scene Actuator	*Output 1*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*		*W*	*T*	
	Scene Actuator	*Output 1*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*		*W*	*T*	
182, 193, 204, 215, 226, 237	*Scene Actuator*	*Output 2*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*		*W*	*T*	
	Scene Actuator	*Output 2*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 2*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 2*	*1 Byte*	*[5.1] DPT Scaling*	*C*		*W*	*T*	
	Scene Actuator	*Output 2*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*		*W*	*T*	
	Scene Actuator	*Output 2*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	
	Scene Actuator	*Output 3*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*		*W*	*T*	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
183, 194, 205, 216, 227, 238	*Scene Actuator*	*Output 3*	*1 Byte*	*[5.1] DPT Scaling*	*C*		*W*	*T*	
	Scene Actuator	*Output 3*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 3*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 3*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*		*W*	*T*	
	Scene Actuator	*Output 3*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	
184, 195, 206, 217, 228, 239	*Scene Actuator*	*Output 4*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*		*W*	*T*	
	Scene Actuator	*Output 4*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 4*	*1 Byte*	*[5.1] DPT Scaling*	*C*		*W*	*T*	
	Scene Actuator	*Output 4*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 4*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	
	Scene Actuator	*Output 4*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*		*W*	*T*	
185, 196, 207, 218, 229, 240	*Scene Actuator*	*Output 5*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	
	Scene Actuator	*Output 5*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*		*W*	*T*	
	Scene Actuator	*Output 5*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 5*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 5*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*		*W*	*T*	
	Scene Actuator	*Output 5*	*1 Byte*	*[5.1] DPT Scaling*	*C*		*W*	*T*	
186, 197, 208, 219, 230, 241	*Scene Actuator*	*Output 6*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*		*W*	*T*	
	Scene Actuator	*Output 6*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 6*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 6*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*		*W*	*T*	
	Scene Actuator	*Output 6*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	
	Scene Actuator	*Output 6*	*1 Byte*	*[5.1] DPT Scaling*	*C*		*W*	*T*	
187, 198, 209, 220, 231, 242	*Scene Actuator*	*Output 7*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*		*W*	*T*	
	Scene Actuator	*Output 7*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*		*W*	*T*	

Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
	Scene Actuator	*Output 7*	*1 Byte*	*[5.1] DPT Scaling*	*C*		*W*	*T*	
	Scene Actuator	*Output 7*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	
	Scene Actuator	*Output 7*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*		*W*	*T*	
	Scene Actuator	*Output 7*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*		*W*	*T*	
188, 199, 210, 221, 232, 243	*Scene Actuator*	*Output 8*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*		*W*	*T*	
	Scene Actuator	*Output 8*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*		*W*	*T*	
	Scene Actuator	*Output 8*	*1 Byte*	*[5.1] DPT Scaling*	*C*		*W*	*T*	
	Scene Actuator	*Output 8*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 8*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*		*W*	*T*	
	Scene Actuator	*Output 8*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*		*W*	*T*	
189, 200, 211, 222, 233, 244	*Lock*	*Lock Channel*	*1 Bit*	*[1.3] DPT Enable*	*C*	*R*	*W*	*T*	*U*

Table 75 Scene actuator objects

8.7.5 Send after Reset settings

The function is used to send a telegram with specific value or a read request when the device starts up.

This function can be used to save the last sent value before an electric cut off and resend it when the power returns.

This function can be used to send a read request or a telegram cyclically.

No	Name	Values	Description
1	*Auxiliary function X name*		This parameter is used for naming Auxiliary function X.
2	*After reset send*	**Value telegram** Read request	This parameter defines how to behave after reset.
3	*Output type*	**1-bit** Scene number Percentage 1-byte 2-byte	This parameter selects output object type. Depending on your usage you can select proper option to use.

No	Name	Values	Description
		Float	
4	*Output value*	**0** 1 **1**…64 **0**…100 **0**…255 **0**…65535 -670760…**0**…670760	This parameter selects output object value. Depending on your usage you can select proper option to use.
5	*Overwrite output value when a telegram is received*	**No** Yes	This parameter allows to overwrite output values after receiving new telegram.
6	*Send output after delay*	**No** Yes	This parameter enables a delay before sending output value.
7	*Delay time*	00:00:00…**00:00:10**…09:06:07	Delay time before output value will be sent.
8	*Send output cyclically*	**No** Yes	This parameter enables cyclical sending output value.
9	*Cycle time*	00:00:00…**00:00:10**…09:06:07	After cycle time exceeds output value will be sent. And cycle time starts to count again.
10	*Lock status after mains voltage recovery*	**Unlocked** Locked As before mains voltage failure Read from bus	After mains voltage recovery lock status behaviour will be as below option Unlocked Locked As before mains voltage failure Read from bus

Table 76 Send after reset parameters

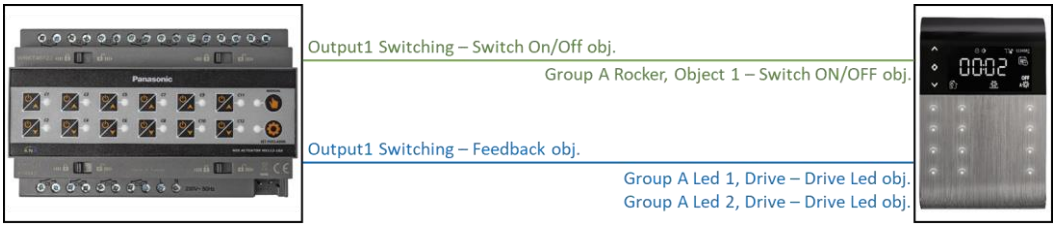
Object No	Object Name	Function	Size	Datapoint Type	Flags				
					C	R	W	T	U
180, 191, 202, 213, 224, 235	*Send After Reset*	*Output*	*1 Byte*	*[5] 5.xxx, [5.10] DPT Value 1 Ucount*	*C*	*R*	*W*	*T*	*U*
	Send After Reset	*Output*	*1 Byte*	*[17.1] DPT SceneNumber*	*C*	*R*	*W*	*T*	*U*
	Send After Reset	*Output*	*1 Byte*	*[5.1] DPT Scaling*	*C*	*R*	*W*	*T*	*U*
	Send After Reset	*Output*	*2 Bytes*	*[7] 7.xxx, [7.1] DPT Value 2 Ucount*	*C*	*R*	*W*	*T*	*U*
	Send After Reset	*Output*	*1 Bit*	*[1] 1.xxx, [1.1] DPT Switch*	*C*	*R*	*W*	*T*	*U*
	Send After Reset	*Output*	*2 Bytes*	*[9] 9.xxx, [9.3] DPT Value Tempa*	*C*	*R*	*W*	*T*	*U*
189, 200, 211, 222, 233, 244	*Lock*	*Lock Channel*	*1 Bit*	*[1.3] DPT Enable*	*C*	*R*	*W*	*T*	*U*

Table 77 Send after reset objects

9 Some examples of typical applications

9.1 *Lighting control with Mix Actuator*

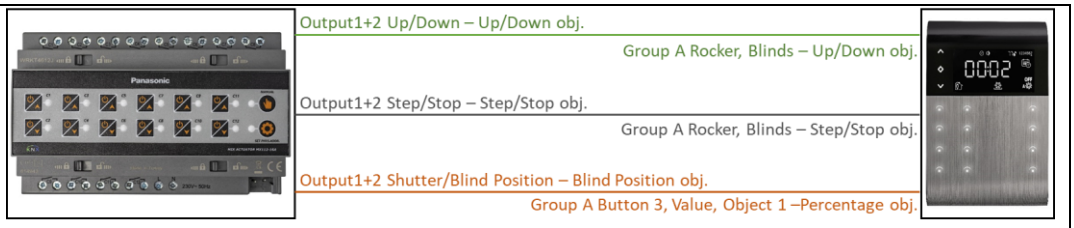
Lighting control can be done by using other devices with the mix actuator device. Next example shows how lighting control can be done with multi functional switch. The light is switched on/off with two buttons of multi functional switch.

Used devices	KNX Mix Actuator MX112-16A (WRKT4612J5NC) KNX Multi Functional Switch - MS104-D (WRKT62145FA)
Linking	
KNX Mix Actuator MX112-16A parameters	• Group 1 – Group1 Settings – Output1 Selection: Switching (Lighting) • Group 1 – Output1 Lighting Settings – Mode of operation: Normally open • Group 1 – Output1 Lighting Settings – Function selection: Switch On/Off • Group 1 – Output1 Lighting Settings – Feedback: Enabled • Group 1 – Output1 Lighting Settings – Feedback – Feedback type: Normal • Group 1 – Output1 Lighting Settings – Feedback – Periodical Sending: Send only at change
KNX Multi Functional Switch - MS104-D parameters	• Touch buttons – Gang A: Enable • Touch buttons – Group A – Group Configuration: Rocker & Single button • Touch buttons – Group A – Rocker buttons: 1&2 • Touch buttons – Group A – Buttons – Rocker Button 1&2 – Rocker function: Switching • Touch buttons – Group A – Buttons – Rocker Button 1&2 – 1st object LEFT key action: ON • Touch buttons – Group A – Buttons – Rocker Button 1&2 – 1st object RIGHT key action: OFF • Touch buttons – Group A – Leds – Feedback led 1 – Led function: Display object value • Touch buttons – Group A – Leds – Feedback led 1 – Led behaviour: Object value 1 = Led On • Touch buttons – Group A – Leds – Feedback led 2 – Led function: Display object value • Touch buttons – Group A – Leds – Feedback led 2 – Led behaviour: Object value 0 = Led On
	The unmentioned parameters can be the default or user defined parameters

9.2 *Blind control with Mix Actuator*

Shutter\Blind control can be done by using other devices with the mix actuator device. In this example the operation of shutter function with multi functional switch is explained. The shutter is moved up and down in movement duration with two buttons of multi functional switch. Movement duration is the time between up and down position of shutter. The shutter takes the same time (60 s) to move between the upper position and the lower position. In addition, the previously defined shutter position can be set with another button.

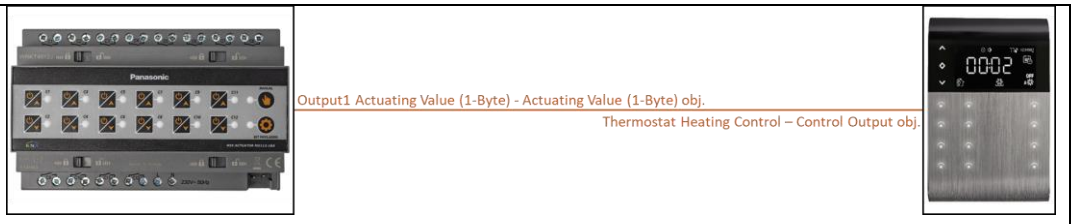
Used devices	KNX Mix Actuator MX112-16A (WRKT4612J5NC) KNX Multi Functional Switch - MS104-D (WRKT62145FA)
Linking	

	
KNX Mix Actuator MX112-16A parameters	• Group 1 – Group1 Settings – Output1 Selection: Shutter\Blind • Group 1 – Output1+2 Shutter\Blind Settings – Shutter selection: Shutter (No slats) • Group 1 – Output1+2 Shutter\Blind Settings – Up down movement durations: Same • Group 1 – Output1+2 Shutter\Blind Settings – Up down movement durations - Movement duration: 60s • Group 1 – Output1+2 Shutter\Blind Settings – Feedback: Enabled • Group 1 – Output1+2 Shutter\Blind Settings – Feedback – Periodical Sending: Send only at change
KNX Multi Functional Switch - MS104-D parameters	• Touch buttons – Gang A: Enable • Touch buttons – Group A – Group Configuration: Rocker & Single button • Touch buttons – Group A – Rocker buttons: 1&2 • Touch buttons – Group A – Buttons – Rocker Button 1&2 – Rocker function: Blinds • Touch buttons – Group A – Buttons – Rocker Button 1&2 – Blinds key action: Left = UP, Right = DOWN • Touch buttons – Group A – Buttons – Rocker Button 1&2 – Stop driving when: Short keystroke • Touch buttons – Group A – Buttons – Button 3 – Button function: Value • Touch buttons – Group A – Buttons – Button 3 – 1st object type: Percentage (1 byte) • Touch buttons – Group A – Buttons – Button 3 – Value: 30% • Touch buttons – Group A – Leds – Feedback led 1 –Led function: Button feedback • Touch buttons – Group A – Leds – Feedback led 1 – Led behaviour: Push/Release = Led On/Off • Touch buttons – Group A – Leds – Feedback led 2 –Led function: Button feedback • Touch buttons – Group A – Leds – Feedback led 2 – Led behaviour: Push/Release = Led On/Off • Touch buttons – Group A – Leds – Feedback led 3 –Led function: Button feedback • Touch buttons – Group A – Leds – Feedback led 3 – Led behaviour: Push/Release = Led On/Off
	The unmentioned parameters can be the default or user defined parameters

9.3 *Heating control with Mix Actuator*

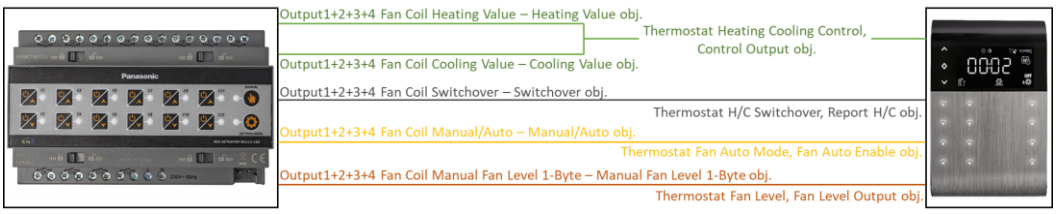
Heating control can be done by using other devices with the mix actuator device. In this example the operation of heating function with multi functional switch is explained. Channels specified as heating in the mix actuator device can be switched with the control output value from the multi functional switch.

Used devices	KNX Mix Actuator MX112-16A (WRKT4612J5NC) KNX Multi Functional Switch - MS104-D (WRKT62145FA)
Linking	

	
KNX Mix Actuator MX112-16A parameters	• Group 1 – Group1 Settings – Output1 Selection: Switching (Heating) • Group 1 – Output1 Heating Settings – Type of control: Continuous (1-Byte) • Group 1 – Output1 Heating Settings – Type of control – PWM period: 10 min • Group 1 – Output1 Heating Settings – Type of control – Minimum actuating value: 10% • Group 1 – Output1 Heating Settings – Type of control – Maximum actuating value: 90% • Group 1 – Output1 Heating Settings – Type of control – Actuating value violates min/max: < min = 0%, > max = 100%
KNX Multi Functional Switch - MS104-D parameters	• Thermostat – Controller General - Temperature control function: Heating • Thermostat – Controller General - Controller type: Continuous
	The unmentioned parameters can be the default or user defined parameters

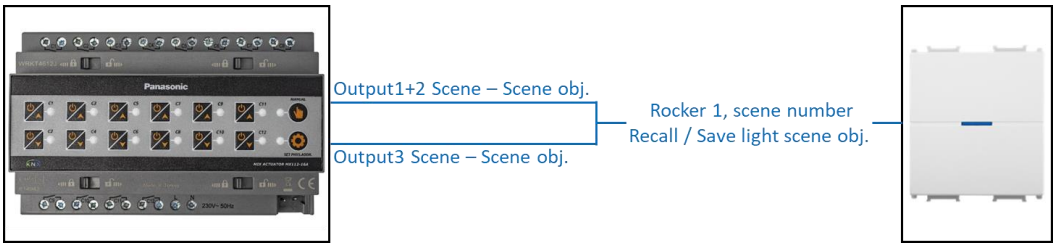
9.4 *2 pipes fan coil system control with Mix Actuator*

It is possible to control 2 pipes and 4 pipes fan coil system with the mix actuator device. In this example 2 pipes fan coil system control is mentioned. Heating and cooling control can be done with the mix actuator's 2 pipes fan coil system control function. In addition, fan levels and fan limits can be specified.

Used devices	KNX Mix Actuator MX112-16A (WRKT4612J5NC) KNX Multi Functional Switch - MS104-D (WRKT62145FA)
Linking	
KNX Mix Actuator MX112-16A parameters	• Group 1 – Group1 Settings – Output1 Selection: Fan Coil (2 Pipes) • Group 1 – Group1 Settings – Number of fan steps: 3 Steps • Group 1 – Output1+2+3+4 Fan Coil 2 Pipes Settings – Functionality: Heating & Cooling • Group 1 – Output1+2+3+4 Fan Coil 2 Pipes – Fan – Manual fan control: Enabled • Group 1 – Output1+2+3+4 Fan Coil 2 Pipes – Fan – Number of fan steps: 3 Steps • Group 1 – Output1+2+3+4 Fan Coil 2 Pipes – Fan – Number of fan steps – Fan 1 limit: 15 • Group 1 – Output1+2+3+4 Fan Coil 2 Pipes – Fan – Number of fan steps – Fan 2 limit: 30 • Group 1 – Output1+2+3+4 Fan Coil 2 Pipes – Fan – Number of fan steps – Fan 3 limit: 50
KNX Multi Functional Switch - MS104-D parameters	• Thermostat – Controller General - Temperature control function: Heating and Cooling • Thermostat – Controller General - HVAC system type: 1 control objects (2 pipes system) • Thermostat – Controller General - Controller type: Continuous • Thermostat – Heating Control – Fan control: Enable • Thermostat – Cooling Control – Fan control: Enable • Thermostat – Fan Control – Number of fan level: 3 levels • Thermostat – Fan Control – Fan Heating – Fan Auto: Enable • Thermostat – Fan Control – Fan Cooling – Fan Auto: Enable
	The unmentioned parameters can be the default or user defined parameters

9.5 *Scene control with Mix Actuator*

Scene control can be done by using other devices with the mix actuator device. In the following example, scenario control in which curtain and lighting control is performed at the same time with a mix actuator and 1 gang switch is mentioned. When the up button of switch is pressed, the shutter position will be "0%" and the light will be turned off. When the bottom button is pressed, the shutter position will be "100%" and the light will be turned on.

Used devices	KNX Mix Actuator MX112-16A (WRKT4612J5NC) KNX Modular switch 1 gang (WRKT6121)
Linking	
KNX Mix Actuator MX112-16A parameters	• Group 1 – Group1 Settings – Output1 Selection: Shutter\Blind • Group 1 – Group1 Settings – Output3 Selection: Switching (Lighting) • Group 1 – Output1+2 Shutter\Blind Settings – Scene: Enabled • Group 1 – Output1+2 Shutter\Blind Settings – Scene – Scene number: 1 • Group 1 – Output1+2 Shutter\Blind Settings – Scene – Position: 0% • Group 1 – Output1+2 Shutter\Blind Settings – Scene – Scene number: 2 • Group 1 – Output1+2 Shutter\Blind Settings – Scene – Position: 100% • Group 1 – Output3 Lighting Settings – Scene: Enabled • Group 1 – Output3 Lighting Settings – Scene – Scene1: Enabled • Group 1 – Output3 Lighting Settings – Scene – Scene number: 1 • Group 1 – Output3 Lighting Settings – Scene – State: Off • Group 1 – Output3 Lighting Settings – Scene – Scene2: Enabled • Group 1 – Output3 Lighting Settings – Scene – Scene number: 2 • Group 1 – Output3 Lighting Settings – Scene – State: On
KNX Modular switch parameters	• General – Function of Rocker 1: Scene • Rocker 1 – Scene number for Upper side: 1 • Rocker 1 – Scene number for Lower side: 2 • LED Rocker 1 – Function of LED: feedback • LED Rocker 1 – Led Behaviour: bothsides = LedOn for 3s
	The unmentioned parameters can be the default or user defined parameters