Installer manual





30565.x-20475-19475-14475

Fuoriporta RFID KNX Secure 2M

30566.x-20476-19476-14476

KNX Secure 2M RFID pocket

BUILDING AUTOMATION

Index

GENERAL CHARACTERISTICS AND FUNCTIONS from page 5

COMMUNICATION OBJECTS AND ETS PARAMETERS from page 7

Devices

RFID smart card landing reader for installation outside rooms, KNX Secure standard, 1 NO 4 A 12/24 V~ 50-60 Hz and 12-24 VDC (SELV) relay output, 1 input for NO contacts, supplementary 12-24 V~ 50-60 Hz and 12-24 VDC (SELV) power supply - 2 modules. Supplied without RFID smart card.

The device, with transponder cards, enables controlling entry to the rooms where it is installed externally. The transponder reader is provided with a relay to control the door lock, to control a courtesy light, or for other uses; the device is moreover provided with an input for connecting ON/OFF type electrical equipment (for example to control the switch for door opening and closing, a magnetic contact for signalling windows open or closed, ceiling pull alarm, etc.). There is an RGB LED on the front of the reader to signal the room statuses and card recognition.
The device is KNX Data Secure and is equipped with a dedicated QR code to be used with ETS (version 5.5 and later) during configuration.

The device is only compatible with the VIEW Suite software for card management and requires the use of an IP router (art. 01548) and KNX Secure line couplers.

General characteristics

The configuration of the reader, physical address and parameters (NO or NC contact input, normal or timed relay output, etc.) is done with the ETS software.

The card is read by putting it in front of the reader that in sequence checks:
- "**system code**" (whether consistent);
- "**date**" field (if enabled, it checks whether the validity has expired);
- "**password**" (checks all the codes associated with it and enabled, such as guest code, service code, time slots).

The firmware is updated via the View Wireless App.

Functions

The device controls room access and various additional functions. It also has 1 output and 1 input.

3 functions are available for the output:

- **Inactive**
  Channel without any function.
- **Switching module**
  The output is switched according to the other parameters.
- **Stair light**
  According to the other parameters, the output is switched for a certain period of time.

5 functions are available for the input:

- **Inactive**
  Channel without any function.
- **Switching one object**
  With the possibility of sending ON, OFF, timed ON and trigger controls
- **Switching multiple objects**
  With the possibility of sending controls on the front, via short/long press, forcing controls, sequential and multiple controls
- **Single push button dimmer control**
  With the possibility of sending controls for turning on and adjusting a dimmer.
- **Singe push button roller shutter control**
  With the possibility of sending controls for handling and stopping a roller shutter.

Behaviour of output after bus power on/off

Bus off: depending on the parameter settings.
Bus on: depending on the parameter settings.

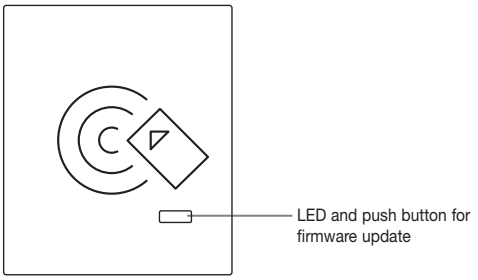
Behaviour after downloading the database.

The output is turned off.

Behaviour of output after power supply power on/off

Off: the output is turned off.
On: as for bus on.

FRONT VIEW.



LED indication for access and card management

- steady green: signalling "Entry allowed" (the LED remains on for approximately 3 s).
- flashing green: signalling if the time frame is not valid (the LED flashes for approximately 3 s).
- steady red: signalling "Entry denied" (the LED remains on for approximately 3 s).
- flashing red: signalling if the expiry date is not valid.
- alternating amber/red: signalling if the system coding is not valid.
- flashing amber: signalling if the day of the week is not valid.
- flashing red/green: synchronise the device's internal clock. This indication takes priority over all others.

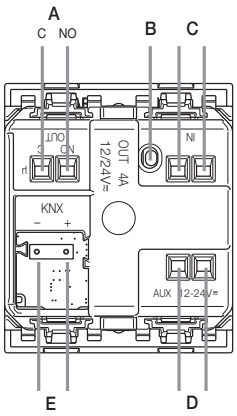
LED indications for room status (in descending priority)

- steady red: "Do not disturb" or in KNX configuration.
- steady amber: signalling "Room service call".
- steady white: signalling "Room occupied".
- steady green: signalling "Make up room".

Other signals

- flashing blue: awaiting firmware update. To enable this function, long press the front button until it starts flashing.
- steady blue: firmware update in progress.
- steady green: KNX firmware update in progress.

VIEW FROM THE REAR.



A	Relay
B	Configuration push button
C	Input
D	12-24 V power supply≈
E	BUS line

Devices

RFID smart card reader with vertical pocket for installation inside rooms, KNX Secure standard, 1 NO 4 A 12/24 V~ 50-60 Hz and 12-24 VDC (SELV) relay output, 1 input for NO contacts, supplementary 12-24 V~ 50-60 Hz and 12-24 VDC power supply (SELV) - 2 modules.

The device enables checking for the presence in the room of the guest or the service staff by unambiguously identifying the transponder card inserted. The reader with pocket is provided with a relay to control the door lock, to control a courtesy light, or for other uses; the device is moreover provided with an input for connecting ON/OFF type electrical equipment (for example to control the switch for door opening and closing, a magnetic contact for signalling windows open or closed, ceiling pull alarm, etc.).

The device is KNX Data Secure and is equipped with a dedicated QR code to be used with ETS (version 5.5 and later) during configuration.

The device is only compatible with the VIEW Suite software for card management and requires the use of an IP router (art. 01548) and KNX Secure line couplers.

General characteristics

The configuration of the reader, physical address and parameters (NO or NC contact input, normal or timed relay outputs, etc.) is done with the ETS software.

The card is read by putting it into the special pocket that is always illuminated when there is no card in it.

After inserting the card, the device checks the following in sequence:

- "system code" (whether consistent);
- "date" field (if enabled, it checks whether the validity has expired);
- "password" (checks all the codes associated with it and enabled, such as guest code, service code, time slots).

The firmware is updated via the View Wireless App.

Functions

The device controls room access and various additional functions. It also has 1 output and 1 input.

3 functions are available for the output:

- **Inactive**
  Channel without any function.
- **Switching module**
  The output is switched according to the other parameters.
- **Stair light**
  According to the other parameters, the output is switched for a certain period of time.

5 functions are available for the input:

- **Inactive**
  Channel without any function.
- **Switching one object**
  With the possibility of sending ON, OFF, timed ON and trigger controls
- **Switching multiple objects**
  With the possibility of sending controls on the front, via short/long press, forcing controls, sequential and multiple controls
- **Single push button dimmer control**
  With the possibility of sending controls for turning on and adjusting a dimmer.
- **Singe push button roller shutter control**
  With the possibility of sending controls for handling and stopping a roller shutter.

Behaviour after bus power on/off

Bus off: depending on the parameter settings.
Bus on: depending on the parameter settings.

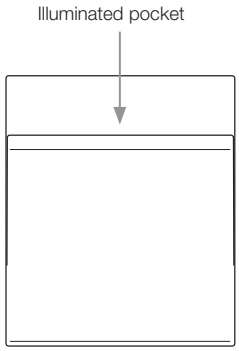
Behaviour after downloading the database.

The output is turned off.

Behaviour after power supply on/off

Power off: the relay goes back to Off.
On: as for bus on.

FRONT VIEW.

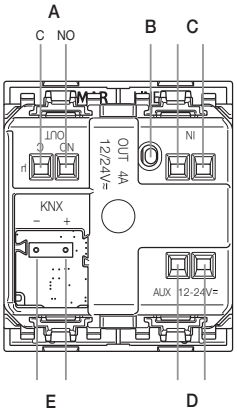


POCKET LIGHTING

- **ON:** The card is not inserted. The colour of the LED can be set on ETS.
- **OFF:** The card is inserted and recognised (normal operation).
- **Flashing red:** The card is not recognised and therefore the functions are not activated. If the device is not configured, the pocket always flashes red.
- **Flashing red/green:** Synchronise the device's internal clock.
- **Configuration push button:** Button for switching between normal mode or programming mode or physical address detection.
- **On steady red:** Device in configuration (switches off automatically at the end of the device configuration)
- **Flashing blue**: Awaiting firmware update. To enable this function, long press the front button until it starts flashing.
- **Steady blue:** Firmware update in progress.
- **Steady green:** KNX firmware update in progress.

N.B. Remove the front of the pocket to access the firmware update push button

VIEW FROM THE REAR.



A	Relay
B	Configuration push button
C	Input
D	12-24 V power supply≂
E	BUS line

Devices

List of communication objects

General communication objects

1	Transit	Transit	4 bytes	C	R	-	T	-	entrance acc...	Low
2	AccessType1	Access guest	1 bit	C	R	-	T	-	switch	Low
3	AccessType2	Access service staff	1 bit	C	R	-	T	-	switch	Low
4	AccessType3	Access maintenance	1 bit	C	R	-	T	-	switch	Low
5	AccessType4	Access installer	1 bit	C	R	-	T	-	switch	Low
6	AccessType5	Access security staff	1 bit	C	R	-	T	-	switch	Low
7	AccessType6	Access assistance	1 bit	C	R	-	T	-	switch	Low
8	AccessType7	Access administration	1 bit	C	R	-	T	-	switch	Low
9	Scene control	Scene control	1 byte	C	-	-	T	-	scene control	Low
10	Energy	Energy enable	1 bit	C	R	-	T	-	switch	Low
11	Light	Light enable	1 bit	C	R	-	T	-	switch	Low
12	Valid access	Valid access	1 bit	C	R	-	T	-	switch	Low
13	Courtesy Light	Courtesy Light	1 bit	C	R	-	T	-	switch	Low
14	Alarm 1	Alarm 1	1 bit	C	R	-	T	-	alarm	Low
15	Alarm 2	Alarm 2	1 bit	C	R	-	T	-	alarm	Low
17	Clock	Clock	8 bytes	C	-	W	-	U	date time	Low
18	Time	Time	3 bytes	C	-	W	-	U	time of day	Low
19	Date	Date	3 bytes	C	-	W	-	U	date	Low
20	Server confirm	Server confirm	4 bytes	C	-	W	-	U	entrance acc...	Low
21	Plant ID	Plant number	4 bytes	C	-	W	-	U	counter pulse...	Low
22	Access data	Access data	10 bytes	C	-	W	-	U		Low
23	DisableAccessType1	Disable Access Guest	1 bit	C	-	W	-	U	switch	Low
24	DisableAccessType2	Disable Access Service Staff	1 bit	C	-	W	-	U	switch	Low
25	DisableAccessType3	Disable Access Maintenance	1 bit	C	-	W	-	U	switch	Low
26	DisableAccessType4	Disable Access Installer	1 bit	C	-	W	-	U	switch	Low
27	DisableAccessType5	Disable Access Security Staff	1 bit	C	-	W	-	U	switch	Low
28	DisableAccessType6	Disable Access Assistance	1 bit	C	-	W	-	U	switch	Low
29	DisableAccessType7	Disable Access Administration	1 bit	C	-	W	-	U	switch	Low
30	Reset	Reset alarm	1 bit	C	-	W	-	U	switch	Low
33	Do Not Disturb	Do Not Disturb	1 bit	C	-	W	-	-	switch	Low
34	Do Not Disturb State	Do Not Disturb State	1 bit	C	R	-	T	-	switch	Low
35	Room/Laundry Service	Room/Laundry Service	1 bit	C	-	W	-	-	switch	Low
36	Room/Laundry Service State	Room/Laundry Service State	1 bit	C	R	-	T	-	switch	Low
37	Make Up Room	Make Up Room	1 bit	C	-	W	-	-	switch	Low
38	Make Up Room State	Make Up Room State	1 bit	C	R	-	T	-	switch	Low
41	Presence in the Room	Presence in the Room	1 bit	C	-	W	-	-	switch	Low
64	Presence function	Check-in	1 bit	C	-	W	-	U	switch	Low
65	Presence function	Check-out	1 bit	C	-	W	-	U	switch	Low
66	Presence function	Access guest	1 bit	C	-	W	-	U	switch	Low
67	Presence function	Access staff	1 bit	C	-	W	-	U	switch	Low
68	Presence function	Movement detector	1 bit	C	-	W	-	U	switch	Low
69	Presence function	Activity reporting	1 bit	C	-	W	-	U	switch	Low
70	Presence function	Resume scene	1 byte	C	-	-	T	-	scene control	Low
71	Presence function	Night welcome scene	1 byte	C	-	-	T	-	scene number	Low
72	Presence function	Day welcome scene	1 byte	C	-	-	T	-	scene number	Low
73	Presence function	Staff scene	1 byte	C	-	-	T	-	scene number	Low
74	Presence function	Off scene	1 byte	C	-	-	T	-	scene number	Low
75	Presence function	Absence scene	1 byte	C	-	-	T	-	scene number	Low
76	Presence function	Door input	1 bit	C	-	W	-	U	switch	Low
77	Presence function	Presence in the Room	1 bit	C	R	-	T	-	switch	Low

51	Input	Send Value - short press	1 bit	C	R	-	T	-	switch	Low
52	Input	Send Value - long press	1 bit	C	R	-	T	-	switch	Low
54	Input	Status on/off - short press	1 bit	C	-	W	-	U	switch	Low
55	Input	Status on/off - long press	1 bit	C	-	W	-	U	switch	Low

Communication objects for the input (for instance: Switching module with multiple objects -> short/long press with toggle function)

42	Output	Switch on/off	1 bit	C	-	W	-	U	switch	Low
46	Output	Scene	1 byte	C	-	W	-	U	scene control	Low
47	Output	Status	1 bit	C	R	-	T	-	switch	Low

Communication objects for the output (for instance: Switching module)

Communication objects and ETS parameters

Channel communication objects (if a channel is not active, no communication objects are present)

No.	ETS name	Function	Description	length	Flag 1				
					C	R	W	T	U
1	Transit	Transit	a byte containing the access card data is sent every time a valid card is swiped: this object must be associated with a dedicated group for each device in every room, enabling VIEW Suite to compile the access log. This is the object through which the reader sends the 'OK/KO' transit status to VIEW Suite. **This object always communicates in SECURE mode.**	4 byte	X	X		X	
2	Type 1 Access	Guest Access	this bit is set to 1 when a valid card with a Guest (room customer) profile is recognised	1 bit	X	X		X	
3	Type 2 Access	Service Access	this bit is set to 1 when a valid card with a Service (cleaning staff) profile is recognised	1 bit	X	X		X	
4	Type 3 Access	Maintenance Access	this bit is set to 1 when a valid card with a Maintenance (facility maintenance engineer) profile is recognised	1 bit	X	X		X	
5	Type 4 Access	Installer Access	this bit is set to 1 when a valid card with an Installer (system installer) profile is recognised	1 bit	X	X		X	
6	Type 5 Access	Security Access	this bit is set to 1 when a valid card with a Security (facility security staff) profile is recognised	1 bit	X	X		X	
7	Type 6 Access	Assistance Access	this bit is set to 1 when a valid card with a Assistance (facility assistance staff) profile is recognised	1 bit	X	X		X	
8	Type 7 Access	Administration Access	this bit is set to 1 when a valid card with the Administration (facility director) profile is recognised	1 bit	X	X		X	
9	Scene control	Scene control	(if the "Scene number for access XY" parameters are activated for the various Guest, Service profiles, etc. and a scene number to be activated is associated for the desired profiles) if access with a valid card with a profile enabled for activation of a scene 1..64 is recognised, when the card is passed the value of the associated scene in the parameters will be sent to that profile	1 byte	X			X	
10	Energy	Energy enabling	on recognising a valid card this object commands the room's ENERGY FM relay **N.B. This object is only available for the Pocket**	1 bit	X	X		X	
11	Light	Light enabling	on recognising a valid card this object commands the room's GENERAL LIGHT relay **N.B. This object is only available for the Pocket**	1 bit	X	X		X	
12	Valid access	Valid access	on recognising a valid card, this object goes to 1 to activate the electrical lock relay (remote control switch that can be automatically deactivated by this reader object after a time that can be set in the reader's parameters) **N.B. This object is only available for the Landing panel**	1 bit	X	X		X	
13	Courtesy Light	Courtesy Light	on recognising a valid card, this object goes to 1 to activate the courtesy light relay (remote control switch that can be automatically deactivated by this reader object after a time that can be set in the reader's parameters) **N.B. This object is only available for the Landing panel**	1 bit	X	X		X	
14	Alarm 1	Alarm 1	device-internal alarm objects (following a blackout, the internal clock must be resynchronised by VIEW Suite)	1 bit	X	X		X	
15	Alarm 2	Alarm 2	device-internal alarm object (the 2,000-card list is full)	1 bit	X	X		X	
16	Not used								
17	Clock	Clock	object necessary for VIEW Suite to synchronise the system devices	8 byte	X		X		X
18	Time	Time	object necessary for VIEW Suite to synchronise the system devices: a single group must be created containing all the “Time” objects of all readers in the system, which will be synchronised simultaneously by VIEW Suite by sending a single message to this group	3 byte	X		X		X
19	Date	Date	object necessary for VIEW Suite to synchronise the system devices: a single group must be created containing all the “Date” objects of all readers in the system, which will be synchronised simultaneously by VIEW Suite by sending a single message to this group	3 byte	X		X		X
20	Server Confirm	Server Confirm	object necessary for VIEW Suite to ensure that the device waits for a Confirmation response from the reception PC upon receiving the transmitted access data. This object always communicates in SECURE mode.	4 byte	X		X		X

Continued

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

Communication objects and ETS parameters

Continued

No.	ETS name	Function	Description	length	Flag 1				
					C	R	W	T	U
21	System ID	System number	object dedicated to system diversification with VIEW Suite software: a single group must be created containing all the “System ID” objects of all readers in the system, which will be synchronised simultaneously by VIEW Suite by sending a single message to this group **This object always communicates in SECURE mode**.	4 byte	X		X		X
22	Access data	Access data	object dedicated to system diversification with VIEW Suite software; this is the message that the software sends the readers to communicate the valid card data. **This object always communicates in SECURE mode**.	10 byte	X		X		X
23	Disable Type 1 Access	Disable Guest Access	if this object is activated the device will deny access to the Guest card profile	1 bit	X		X		X
24	Disable Type 2 Access	Disable Service Access	if this object is activated the device will deny access to the Service card profile	1 bit	X		X		X
25	Disable Type 3 Access	Disable Maintenance Access	if this object is activated the device will deny access to the Service Engineer card profile	1 bit	X		X		X
26	Disable Type 4 Access	Disable Installer Access	if this object is activated the device will deny access to the Installer card profile	1 bit	X		X		X
27	Disable Type 5 Access	Disable Security Access	if this object is activated the device will deny access to the Security card profile	1 bit	X		X		X
28	Disable Type 6 Access	Disable Assistance Access	if this object is activated the device will deny access to the Assistance card profile	1 bit	X		X		X
29	Disable Type 7 Access	Disable Administration Access	if this object is activated the device will deny access to the Administration card profile	1 bit	X		X		X
30	Reset	Alarm Reset	object used to reset internal alarms (object nos. 14,15)	1 bit	X		X		X
31	Card inserted	Simulate card insertion	simulates the insertion of a generic valid card (to simulate from supervision the presence of staff in the room) **N.B. This object is only available for the Pocket**	1 bit	X		X		X
32	Not used								
33	Do not disturb	Do not disturb	to receive the DND control and display on the front LED with the defined colour (the device turns on the related LED) **N.B. This object is only available for the Landing panel**	1 bit	X		X		
34	Do not disturb status	Do not disturb status	to notify whether DND is active on the device (the device writes on this object every time it receives variations from object 33) **N.B. This object is only available for the Landing panel**	1 bit	X	X		X	
35	Room service/Laundry service	Room service/Laundry service	to receive the service or laundry request and display on the front LED with the defined colour (the device turns on the related LED) **N.B. This object is only available for the Landing panel**	1 bit	X		X		
36	Room service/Laundry service status	Room service/Laundry service status	to notify whether the Room service/Laundry service is active on the device. Object available if the “Central symbol” parameter is set to “Room service” **N.B. This object is only available for the Landing panel**	1 bit	X	X		X	
37	Make up room	Make up room	to receive the MUR request and display on the front LED with the defined colour (the device turns on the related LED) **N.B. This object is only available for the Landing panel**	1 bit	X		X		
38	Make up room status	Make up room status	to notify whether Make up room is active on the device **N.B. This object is only available for the Landing panel**	1 bit	X	X		X	
39	Not used								
40	Not used								
41	Presence in room	Presence in room	to receive the information that the guest is in the room and display on the front LED with the defined colour (the device turns on the related LED) **N.B. This object is only available for the Landing panel**	1 bit	X		X		
42	Output	ON/OFF	to switch relay output On/Off (if set as “Switching module”)	1 bit	X		X		X
43	Output	Stair light	to activate the relay output which will be automatically deactivated after the time set in the device parameters is up (if set as “Stair light”)	1 bit	X		X		X
44	Output	Block	to block control of relay output via the bus (if set as “Switching module” and the “Block” function is activated)	1 bit	X		X		X
45	Output	Force	to force the relay output via bus (if set as “Switching module” and the “Forcing” function is activated)	2 bit	X		X		X
46	Output	Scenario	to activate a relay output scenario (if set as “Switching module” and the Scenario function is activated); it is also possible to save the scenario if the related function is activated in the Bus parameters	1 byte	X		X		X

Continued

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

Communication objects and ETS parameters

Continued

No.	ETS name	Function	Description	length	Flag 1				
					C	R	W	T	U
47	Output	Status	to determine the On/Off status of the relay output (if set as “Switching module” or as “Stair lights”)	1 bit	X	X		X	
48	Output	Logic 1	(if set as “Switching module” and the “1/2-object logic” function is activated): if a bit = 1 is sent to this object the output will be activated when the “ON/OFF” object and the “Logic 2” object, if present, are also activated (depending on the AND/OR conditions that are managed on these objects)	1 bit	X		X		X
49	Output	Logic 2	(if set as “Switching module” and the “2-object logic” is activated): if a bit = 1 is sent to this object the output will be activated when the “ON/OFF” object and the “Logic 1” object, if present, are also activated (depending on the AND/OR conditions that are managed on these objects)	1 bit	X		X		X
50	Not used								
51	Input	Value to send	(if set as "Push button" and the "*switching 1 object*” function is selected) - to send "*ON/OFF/timed ON*” messages.	1 bit	X	X		X	
51	Input	Value to send	(if set as "Push button" and the "Trigger Control” function is selected) - to send trigger type messages	1 bit	X	X		X	
51	Input	Sends value - short press	(if set as “Push button” and “*Switching module with multiple objects/Short-Long press*” function) - to send “Toggle/send ON/send OFF” messages with short press: if used in Toggle mode, also associate the object of “ON/OFF status” of the button in the same group as this object (object 56 and subsequent ones depending on the Input settings).	1 bit	X	X		X	
51	Input	Send forcing - short press	(if set as “Push button” and “*Switching module with multiple objects/Forcing*” function) to send one of the forcing functions for selection as “forcing On/forcing OFF/Forced disable”.	2 bit	X	X		X	
51	Input	Send value - up	(if set as “Push button” and “*Switching module with multiple objects/on the edge*” function) to send one of functions for selection as “ON/OFF on the rising edge” (pressing the button).	1 bit	X	X		X	
51	Input	Scenario - short press	(if set as “Push button” and “*Switching module with multiple objects/Short-long press/call up or store scenario*” function) to call up or store a scenario on short press.	1 byte	X	X		X	
51	Input	Send value - short press	(if set as “Push button” and “*Switching module with multiple objects/Value*” function) to send a value that can be set between 0 and 255 on short press.	1 byte	X	X		X	
51	Input	ON/OFF control	(if set as “Push button” and "*Single push button dimmer control*” function) to control a dimmed light If used in Toggle mode, also associate the object of “ON/OFF status” of the button in the same group as this object (object 56 and subsequent ones depending on the Input settings).	1 bit	X	X		X	
51	Input	Roller shutter Up/Down	(if set as “Push button” and "Single push button roller shutter control” function) to operate a roller shutter with a single button. If used in Toggle mode, also associate the object of “ON/OFF status” of the button in the same group as this object (object 56 and subsequent ones depending on the Input settings).	1 bit	X	X		X	
51	Input	Short sequence - Value 1	(if set as “Push button” and "*Switching module with multiple objects/Sequence*” function) - to send the first 1 bit or 1 byte sequence message on short press. See parameters on page 21	1 bit1 byte	X	X		X	
51	Input	Multiple press - Value 1	(if set as “Push button” and "*Switching module with multiple objects/Multiple presses*” function) - to send a message at the first event of multiple presses. See parameters on page 22	1 bit 1 byte 2 byte	X	X		X	
52	Input	Sends value - long press	(if set as "Push button" and "short/long press” function) - to send "Toggle/send ON/send OFF" messages with long press: if used in Toggle mode, also associate the object of "ON/OFF status-long press" of the button in the same group as this object.	1 bit	X	X		X	
52	Input	Slats up down/ roller shutter stop	(if set as "Push button" and "*Roller shutter single push button control*” function) - to stop the roller shutter.	1 bit	X	X		X	
52	Input	Send value - long press	(if set as “Push button” and “*Switching module with multiple objects/Value*” function) - to send a value that can be set between 0 and 255 on long press.	1 byte	X	X		X	
52	Input	Dimmer control	(if set as “Push button” and "*Single push button dimmer control*” function) to control a dimmed light	4 bit	X	X		X	
52	Input	Send value - down	(if set as “Push button” and “ *Switching module with multiple objects/on the edge*” function) to send one of functions for selection as "ON/OFF on the falling edge (release the button)	1 bit	X	X		X	

Continued

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

Communication objects and ETS parameters

Continued

No.	ETS name	Function	Description	length	Flag 1				
					C	R	W	T	U
52	Input	Send forcing - long press	(if set as “Push button” and “*Switching module with multiple objects/Forcing*” function) to send one of the forcing functions for selection as “forcing On/ forcing OFF/Forced disable”	2 bit	X	X		X	
52	Input	Scenario - long press	(if set as “Push button” and “*Switching module with multiple objects/Short-long press/call up or store scenario*” function) to call up or store a scenario on long press.	1 byte	X	X		X	
52	Input	Short sequence - Value 2	(if set as “Push button” and “*Switching module with multiple objects/Sequence*” function) - to send the second 1 bit sequence message on short press. See parameters on page 21	1 bit	X	X		X	
52	Input	Multiple press - Value 2	(if set as “Push button” and “*Switching module with multiple objects/Multiple presses*” function) - to send a message at the second event of multiple presses. See parameters on page 22	1 bit 1 byte 2 byte	X	X		X	
53	Input	Short sequence - Value 3	(if set as “Push button” and “*Switching module with multiple objects/Sequence*” function) - to send the third 1 bit sequence message on short press. See parameters on page 21	1 bit	X	X		X	
53	Input	Multiple press - Value 3	(if set as “Push button” and "*Switching module with multiple objects/Multiple presses*” function) - to send a message at the third event of multiple presses. See parameters on page 22	1 bit 1 byte 2 byte	X	X		X	
54	Input	ON/OFF status ON/OFF status - short press Roller shutter status	(if set as “Push button” and “*Single push button dimmer control/toggle on short press*” function or “*Switching module with multiple objects/Short-long press/toggle on short press*” or “*Roller shutter single push button control/ Roller shutter toggle movement on short press*” function selected, this object must be associated with the group with the light “ON/OFF control” datapoint (relay or dimmer) or the roller shutter "roller shutter up/down” datapoint to receive the ON/OFF status of the associated load. If this is not the case, it will be unable to manage light power ON/OFF or roller shutter operation (for object no. 51).	1 bit	X		X		X
54	Input	Multiple press - Value 4	(if set as “Push button” and "*Switching module with multiple objects/Multiple presses*” function) - to send a message at the fourth event of multiple presses. See parameters on page 22	1 bit 1 byte 2 byte	X	X		X	
54	Input	Short sequence - Value 4	(if set as “Push button” and “*Switching module with multiple objects/Sequence*” function) - to send the fourth 1 bit sequence message on short press. See parameters on page 21	1 bit	X	X		X	
55	Input	ON/OFF status - long press	(if set as “Push button” and “*Switching module with multiple objects/Short-long press/toggle*” function) - this object must be associated with the group with the light "ON/OFF control” datapoint on long press to receive the ON/ OFF status of the associated load. If this is not the case, it will be unable to manage light power ON/OFF (for object no. 52).	1 bit	X		X		X
55	Input	Long sequence - Value 1	(if set as “Push button” and “*Switching module with multiple objects/Sequence*” function) - to send the first 1 bit or 1 byte sequence message on long press. See parameters on page 21	1 bit 1 byte	X	X		X	
55	Input	Multiple press - Value 5 long press	(if set as “Push button” and “*Switching module with multiple objects/Multiple presses*” function selected) to send a message in the event of long press. See parameters on page 22	1 bit	X	X		X	
55	Input	Multiple press - Value 5 long press	(if set as “Push button” and “*Switching module with multiple objects/Multiple presses*” function selected) to call up/store a scenario in the event of long press. See parameters on page 22	1 byte	X	X		X	
56	Input	Long sequence - Value 2	(if set as “Push button” and “*Switching module with multiple objects/Sequence*” function) - to send the second 1 bit sequence message on long press. See parameters on page 21	1 bit	X	X		X	
56	Input	ON/OFF status - Multiple press 1	(if set as “Push button” and “*Switching module with multiple objects/Multiple presses*” function selected) required for Toggle mode (to be associated with object 51). See parameters on page 22	1 bit	X		X		X
57	Input	Long sequence - Value 3	(if set as “Push button” and “*Switching module with multiple objects/Sequence*” function) - to send the third 1 bit sequence message on long press. See parameters on page 21	1 bit	X	X		X	
57	Input	ON/OFF status - Multiple press 2	(if set as “Push button” and “*Switching module with multiple objects/Multiple presses*” function selected) required for Toggle mode (to be associated with object 52). See parameters on page 22	1 bit	X		X		X
58	Input	Long sequence - Value 4	(if set as “Push button” and “*Switching module with multiple objects/Sequence*” function) - to send the fourth 1 bit sequence message on long press. See parameters on page 21	1 bit	X	X		X	
58	Input	ON/OFF status - Multiple press 3	(if set as “Push button” and “*Switching module with multiple objects/Multiple presses*” function selected) required for Toggle mode (to be associated with object 53).	1 bit	X		X		X

Continued

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

Communication objects and ETS parameters

Continued

No.	ETS name	Function	Description	length	Flag 1				
					C	R	W	T	U
59	Input	ON/OFF status - Multiple press 4	(if set as “Push button” and “*Switching module with multiple objects/Multiple presses*” function selected) required for Toggle mode (to be associated with object 54).	1 bit	X		X		X
60	Input	ON/OFF status - Multiple press - long press	(if set as “Push button” and “*Switching module with multiple objects/Multiple presses*” function selected) required for Toggle mode in long press.	1 bit	X		X		X
61	Not used								
62	Input	Object block	with any function/sub-function, if the "Block” parameter is on) - to block the button operation via a settable bit at 1 or at 0.	1 bit	X		X		X
63	Not used								
64	Presence function	Check-in	to receive information about completed check-in (useful to call up the welcome scenario). See parameters on page 24	1 bit	X		X		X
65	Presence function	Check-out	to receive information about completed check-out (useful to call up the off scenario when the guest leaves the room for good). See parameters on page 24	1 bit	X		X		X
66	Presence function	Guest access	to receive information about a guest entry (useful to call up the restore scenario when the guest returns to their room). See parameters on page 24	1 bit	X		X		X
67	Presence function	Service access	to receive information about service staff entry (useful to call up the staff scenario when the service staff enters the room). If this information is not present the restore scenario is called up. See parameters on page 24	1 bit	X		X		X
68	Presence function	Motion sensor	to know whether the guest or service staff are inside the room by means of a motion sensor. See parameters on page 24	1 bit	X		X		X
69	Presence function	Activity signal	to know whether the guest or service staff are inside the room by means of a motion sensor or another device that sends a 1-bit message. See parameters on page 24	1 bit	X		X		X
70	Presence function	Restore scenario	to send a scenario save control when the guest leaves the room. To call up the previously saved scenario when the guest enters the room (saved upon the guest's departure). See parameters on page 24	1 byte	X			X	
71	Presence function	Night welcome scenario	to call up the guest welcome scenario at night. See parameters on page 24	1 byte	X			X	
72	Presence function	Day welcome scenario	to call up the guest welcome scenario during the day. See parameters on page 24	1 byte	X			X	
73	Presence function	Staff scenario	to call up the staff scenario when the service staff enters. See parameters on page 24	1 byte	X			X	
74	Presence function	OFF scenario	to call up the OFF scenario when the guest leaves the room for good. See parameters on page 24	1 byte	X			X	
75	Presence function	Away scenario	to call up the away scenario when the guest leaves the room. See parameters on page 24	1 byte	X			X	
76	Presence function	Door input	to receive an indication on the door opening and closing. See parameters on page 24	1 bit	X		X		X
77	Presence function	Presence in room	to transit a bit=1 to signal that the room is occupied and a bit=0 to signal that the room is free. See parameters on page 24	1 bit	X	X		X	
78	Device	Day-Night	to receive information about whether it is day (=0) or night (=1)	1 bit	X		X		X

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

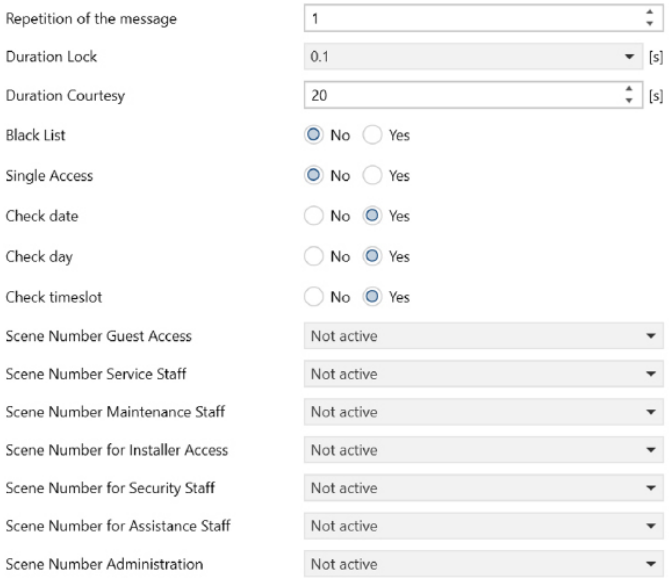
Communication objects and ETS parameters

Reference ETS parameters

Device configuration - General characteristics

These serve to define the behaviour of the device.

ETS text	Values available [Default value]	Comment
Repetition of the Message	0...255 **[1]**	Determines the number of repetitions of the "Confirm transmit" message
Lock duration	0.1...5 s **[0.4]**	Determines how many seconds the "Valid access" object 12 remains active. When associated with a relay, this object activates the solenoid valve. **N.B. This object is only available for the Landing panel**
Duration Courtesy [s]	1...65535 **[20]**	Determines how many seconds after activation object 13 of the device is set to "0" (to allow the reader to switch off the courtesy light) **N.B. This object is only available for the Landing panel**
Energy enabling duration	1...65535 **[20]**	Indicates how long after the card has been extracted the value of object 10 returns to 0 **N.B. This object is only available for the Pocket**
Light enabling duration	1...65535 **[20]**	Indicates how long after the card has been extracted the value of object 11 returns to 0 **N.B. This object is only available for the Pocket**
Pocket Light	0=No, 1=Yes **[1]**	Enabling the pocket slot backlighting **N.B. This object is only available for the Pocket**
Black List	0=No, 1=Yes **[0]**	If active, the cards associated with the reader via VIEW Suite will instead be **blocked** by the reader (reversed logic).
Single Access	0=No, 1=Yes **[0]**	If enabled, the device makes no distinction regarding the type of card (guest, service, etc.), so there are no access type distinctions
Check date	0=No, 1=Yes **[1]**	Leave on "Yes"
Check day	0=No, 1=Yes **[1]**	
Check timeslot	0=No, 1=Yes **[1]**	
Guest access scenario number	1...64, 255 **[255=inactive]**	Scenario number for guest access
Service access scenario number	1...64, 25 5 **[255=inactive]**	Scenario number for service staff access
Maintenance access scenario number	1...64, 255 **[255=inactive]**	Scenario number for maintenance staff access
Installer access scenario number	1...64, 255 **[255=inactive]**	Scenario number for installer access
Security access scenario number	1...64, 255 **[255=inactive]**	Scenario number for security staff access
Assistance access scenario number	1...64, 255 **[255=inactive]**	Scenario number for Assistance staff access
Administrator access scenario number	1...64, 255 **[255=inactive]**	Scenario number for Administrator access (manager)



Device configuration

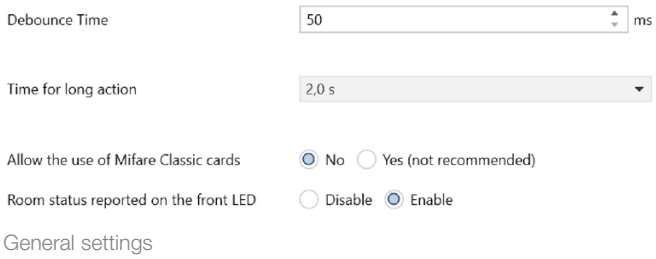
Communication objects and ETS parameters

General

The following parameters concern the device

General settings - General

ETS text	Values available [Default value]	Comment
Debounce time	10..120 ms **[10]**	Sets the minimum input activation time
Time for long action	1-30 s **[2 s]**	Sets the input activation time that can enable advanced functions (such as scene saving)
Allow the use of Mifare Classic cards	0=No 1=Yes (recommended) **[0]**	To determine whether Mifare DesFire EV3 type cards or Mifare Classic type cards are used in the system (use the Mifare Classic card only for replacement in existing systems).
Room status shown on front LED	Disable Enable **[Disable]**	To display the room signalling on the front RGB LED (do not disturb = red LED, make up room = green LED, room service request = amber LED, room occupied = white LED). **N.B. This object is only available for the Landing panel**
Colour of the LED	Amber White Red Green Blue Cyan Magenta **[White]**	To select the colour of the pocket backlighting **N.B. This object is only available for the Pocket**



General settings

Communication objects and ETS parameters

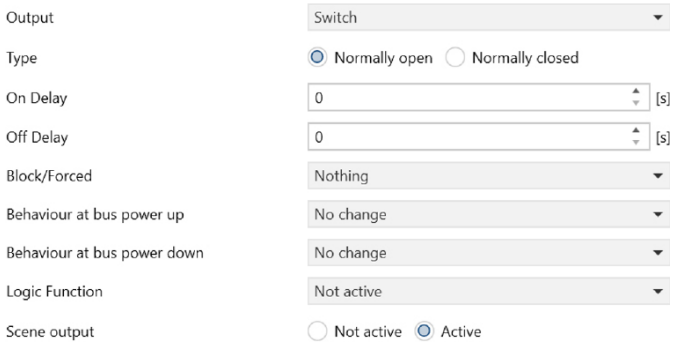
Output, switching module

The following parameters are available if the relay is configured as a switching module.

Switching module parameters

ETS text	Values available [Default value]	Comment
Type	0=normally closed	
	1=normally open	
	[1]	
Activation delay	0…30000 s	Activation delay in seconds
	[0]	
Deactivation delay	0…30000 s	Deactivation delay in seconds
	[0]	
Block/Force	0 = No action	To block or force an output from the Bus
	1 = Block	
	2 = Force	
	[0]	
Status at block status start	0=OFF	If block on
	1=On	
	2=no change	
	[0]	
Status at block status end	0=OFF	If block on
	1=On	
	2= no change	
	[0]	
Behaviour at Bus power-on	0=OFF	To choose the status of the relay when the Bus power returns
	1=On	
	2= no change	
	[2]	
Behaviour at Bus power off	0=OFF	To choose the status of the relay when the Bus power is turned off
	1=On	
	2= no change	
	[2]	
Logic function	0=off	To enable logics on the output (And/Or) with one or two objects
	1 = with one object	
	2 = with two objects	
	[0]	

Continued



Switching module parameters

Continued

ETS text	Values available [Default value]	Comment
Logic operation	0=OR	If logic function active
	1=AND	
	[0]	
Scenario	0=off	Scenario activation. If active, an additional page is displayed (see "Scene parameters")
	1= on	
	[0]	

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

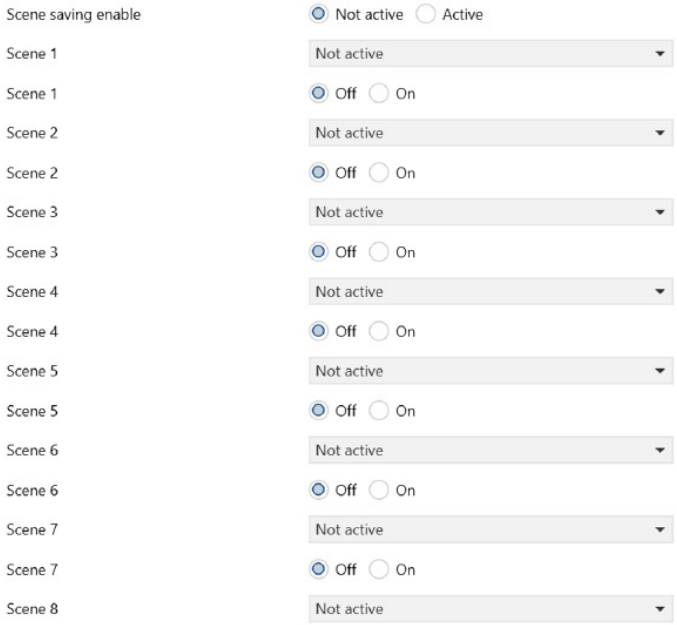
Communication objects and ETS parameters

Output scenario

For the output, 8 scenario storage possibilities are available. Each record must be assigned to the value. 8 different scenes can therefore be memorised on the device output. With **Enable scene saving** you can also set the status of the output for the desired scene with a message from the bus (scene learn).

Scenario parameters: association of scenarios with the output

ETS text	Values available [Default value]	Comment
Enable scenario saving	0=Inactive 1=On **[0]**	
Scenario 1	Off 1..64 **[Off]**	Used to select the scenario index 1.
Scenario 1	0=OFF 1=On **[0]**	To define the relay output status when the scenario is called up
Scenario 2	Off 1..64 **[Off]**	Used to select the scenario index 2.
Scenario 2	0=OFF 1=On **[0]**	To define the relay output status when the scenario is called up
Scenario 3	Off 1..64 **[Off]**	Used to select the scenario index 3.
Scenario 3	0=OFF 1=On **[0]**	To define the relay output status when the scenario is called up
Scenario 4	Off 1..64 **[Off]**	Used to select the scenario index 4.
Scenario 4	0=OFF 1=On **[0]**	To define the relay output status when the scenario is called up
Scenario 5	Off 1..64 **[Off]**	Used to select the scenario index 5.
Scenario 5	0=OFF 1=On **[0]**	To define the relay output status when the scenario is called up
Scenario 6	Off 1..64 **[Off]**	Used to select the scenario index 6.
Scenario 6	0=OFF 1=On **[0]**	To define the relay output status when the scenario is called up
Scenario 7	Off 1..64 **[Off]**	Used to select the scenario index 7.
Scenario 7	0=OFF 1=On **[0]**	To define the relay output status when the scenario is called up
Scenario 8	Off 1..64 **[Off]**	Used to select the scenario index 8.
Scenario 8	0=OFF 1=On **[0]**	To define the relay output status when the scenario is called up



Scenario parameters

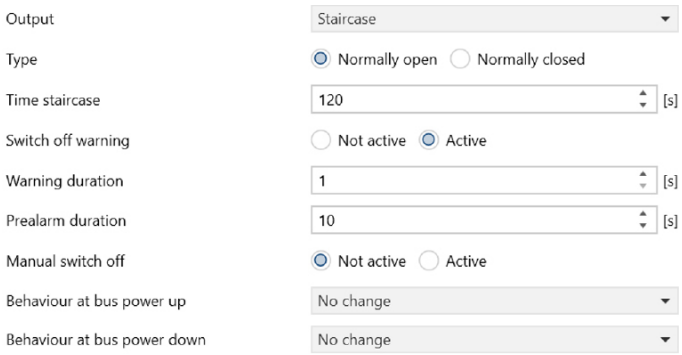
Communication objects and ETS parameters

Output, timed stair light

The following parameters are available if the relay is configured as a Stair light.
An example of using the switch off warning is to perform a brief Off/On cycle to warn that it will turn off permanently after a few seconds, so that the user can send an On control again if necessary.

Stair light parameters: one-position stable management

ETS text	Values available [Default value]	Comment
Type	0=normally closed 1=normally open **[1]**	
Stair light time [s]	0… 65535 **[120]**	Output activation time
Switch off warning	0=off 1= on **[0]**	To be able to switch the warning function on. After the relay opens, the device waits for a period of time equal to “Warning duration” and is then reactivated for a period of time equal to “Pre-alarm duration”
Warning duration [s]	0… 30000 **[1]**	Warning duration (if the switch off warning is activated, this is the time interval that the relay waits after the “Stair light time” before reactivating for a period of time that can be set in “pre-alarm duration”)
Pre-alarm duration [s]	0… 300000 **[10]**	Warning duration. The three times will be added (if the switch off warning is activated, this is the duration of the relay reactivation at the end of the time set in “Warning duration”. The relay returns to Off)
Manual off	0=off 1= on **[0]**	If on the relay can be deactivated before the stair time
Behaviour at Bus power-on	0=OFF 1=On 2= no change **[2]**	To choose the status of the relay when the Bus power returns
Behaviour at Bus power off	0=OFF 1=On 2=no change **[2]**	To choose the status of the relay when the Bus power is turned off



Staircase parameters

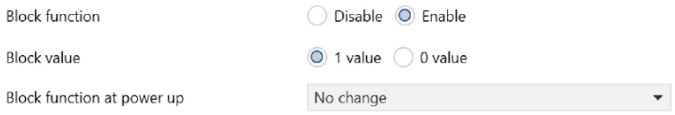
Input

The parameter configuration is shown in the table below.

"Block function" parameter

For the input, you can enable an object that allows you to block the functions that are normally recalled upon the closing or opening of the input.

ETS text	Values available [Default value]	Comment
Block function	Disable	Parameter for enabling the block function and making the related object available
	Enable	
	[Disable]	
Block value	Value 1	To choose whether the block function is active when it receives the value 0 or the value 1 from the bus
	Value 0	
	[Value 1]	
Block function at power up	No change	To choose whether, following a power down, the block remains in the same status it was in before the power down, whether it is deactivated or activated
	Off	
	On	
	[No change]	

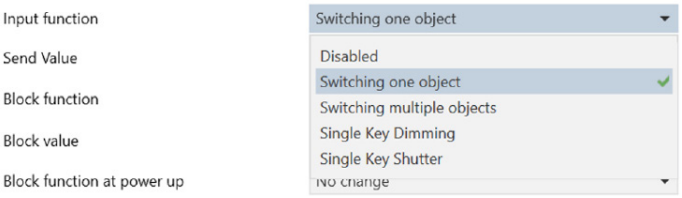


"Block function" parameters

Let's look in detail at the **functions that can be associated** with the input

Push button configuration

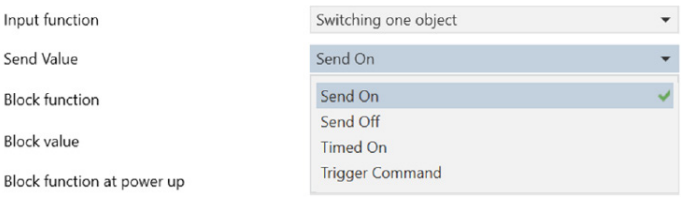
ETS text	Values available [Default value]	Comment
Function	255 = off	Possibility of selecting the function associated with the wired input
	0 = switching one object (see table below)	
	1 = switching multiple object (see page 19)	
	2 = single push button dimmer control (see page 23)	
	3 = single push button roller shutter control (see page 23)	
	[255]	



Push button configuration

"Switching one object" parameters

ETS text	Values available [Default value]	Comment
Value to send	0 = send ON	Possibility of choosing whether to send an ON message, an OFF message, an ON message with a set time or with trigger control
	1 = send OFF	
	2 = timed ON	
	3 = trigger control	
	[0]	
Time in seconds	1…32000 s	Only if timed
	[30]	

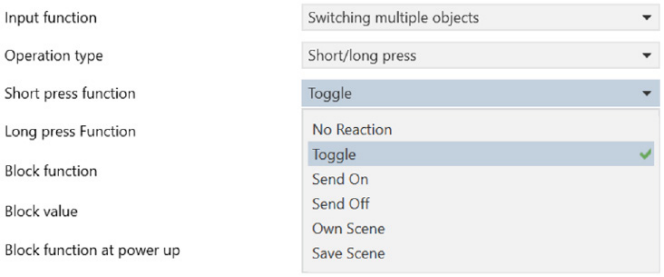


"Switching one object" parameter

Communication objects and ETS parameters

“Switching multiple objects” parameters (see sub-parameters up to page 22)

ETS text	Values available [Default value]	Comment
Operation type	0 = On the edge	Possibility of choosing the behaviour and sending over multiple objects
	1 = Short/Long press	
	2 = Force	
	3 = Value	
	4 = Sequence	
	5 = Multiple presses	
	[0]	

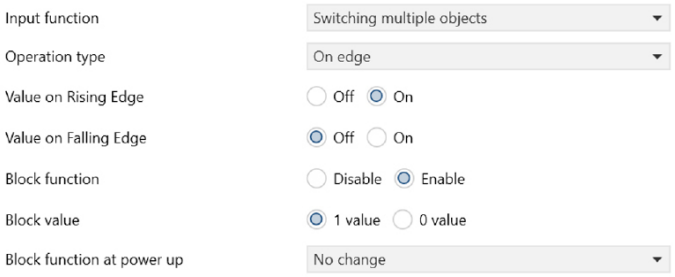


“Switching multiple objects” parameter

“Switching multiple objects/on the edge” sub-parameter

To obtain a "Bell" ON/OFF and OFF/ON function.

ETS text	Values available [Default value]	Comment
Value on the rising edge	0 = send OFF	On pressing the push button it will send ON or OFF
	1 = send ON	
	[1]	
Value on the falling edge	0 = send OFF	On releasing the push button it will send ON or OFF
	1 = send ON	
	[0]	

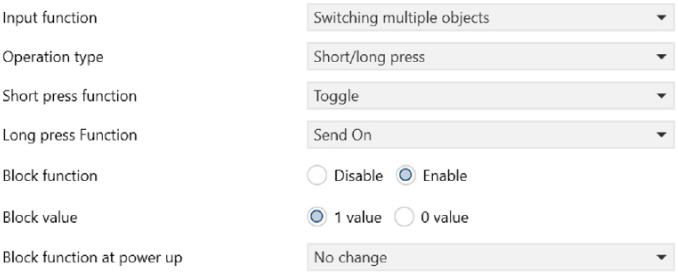


“Switching multiple objects/on the edge” parameter

“Switching multiple objects/Short-Long press” sub-parameter with Toggle and ON/OFF options

To perform “Toggle” or “ON-only” or “OFF-only” with both short and long presses.

ETS text	Values available [Default value]	Comment
Short press function	No reaction	Possibility of choosing the message to send on a short press of the push button. By choosing “**Toggle**”, ON/OFF/ON etc. will be sent in sequence with each press of the push button. **Both the control object and the push button "Status" object must be associated with the group**
	Toggle	
	Send ON	
	Send OFF	
	[Toggle]	
Long press function	No reaction	Possibility of choosing the message to send on a short press of the push button. By choosing “**Toggle**”, ON/OFF/ON etc. will be sent in sequence with each press of the push button. **Both the control object and the push button "Status" object must be associated with the group**
	Toggle	
	Send ON	
	Send OFF	
	[Toggle]	



"Switching multiple objects/Short-long press” parameters with Toggle and ON/OFF” options

Communication objects and ETS parameters

"Switching multiple objects/Short-Long press" sub-parameter with the options for the scenario

A scenario can be activated or saved (with a long press).

ETS text	Values available [Default value]	Comment
Short press function	0 = no action	If enabled, a short push button press saves a scenario in the bus or calls up a scenario
	1 = save scenario	
	2 = call up scenario	
	[0]	
Scenario	1-64	Number of the scenario called up or saved on short press
	[1]	
Long press function	0 = no action	If enabled, a prolonged push button press saves a scenario in the bus or calls up a scenario
	1 = save scenario	
	2 = call up scenario	
	[0]	
Long press scenario	1-64	Number of the scenario called up or saved on long press
	[1]	

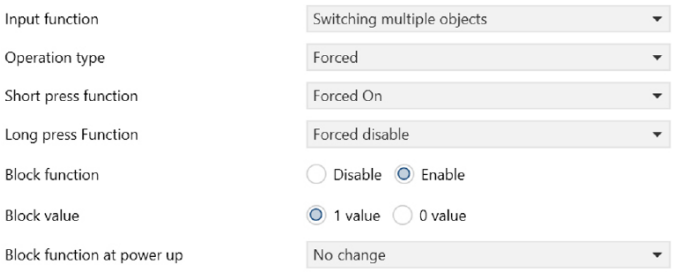


"Switching multiple objects/Short press/Long press with options for the scenario" parameter

"Switching multiple objects/Forcing" sub-parameter

The push button can be used for forcing functions (ON or OFF).

ETS text	Values available [Default value]	Comment
Short press function	0 = no reaction	To send forced ON or OFF controls and to disable forcing on short press
	1 = forced ON	
	2 = forced OFF	
	3 = disable forcing	
	[0]	
Long press function	0 = no reaction	To send forced ON or OFF controls and to disable forcing on long press
	1 = forced ON	
	2 = forced OFF	
	3 = disable forcing	
	[0]	

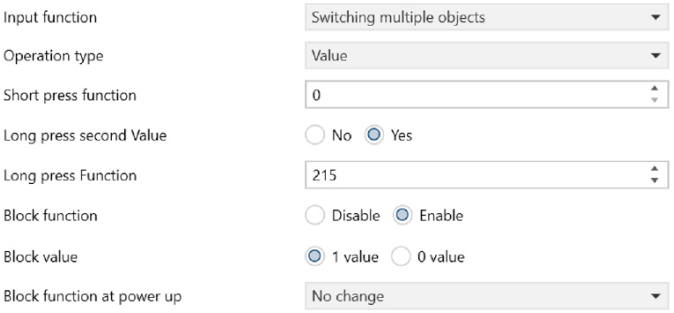


"Switching multiple objects/Forcing" parameter

"Switching multiple objects/Value" sub-parameter

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

ETS text	Values available [Default value]	Comment
Short press function	0÷255	Sends a value between "0" and "255" over the bus on a long push button press
Enables second value on long press	Yes	To enable a second value to send on long press
	No	
	[No]	
Long press function	0÷255	Sends a value between "0" and "255" over the bus on a long push button press



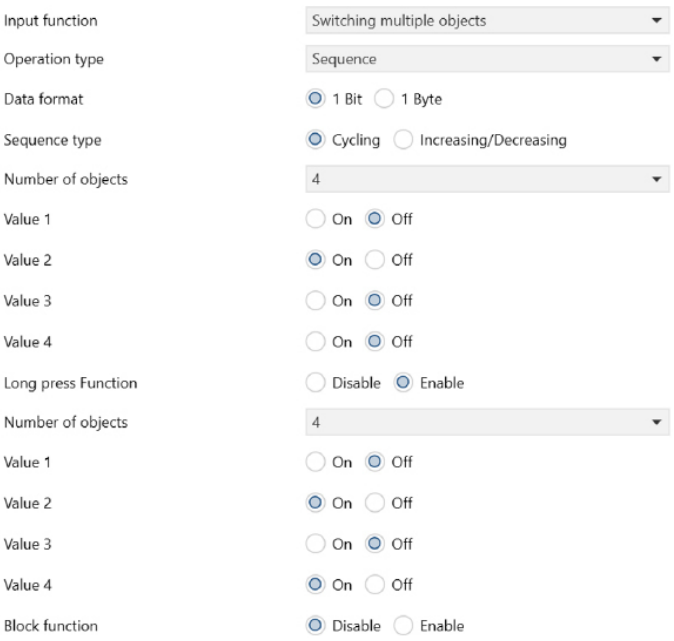
"Value" parameter

Communication objects and ETS parameters

"Switching several objects/Sequence" sub-parameters

A maximum of 4 distinct sequences can be configured for short and long presses (ranging from 1 bit to 1 byte). For each sequence (1 to 4), you define the value sent onto the bus by the corresponding group object.

ETS text	Values available [Default value]	Comment
Data format	0 = 1 bit	Type of data to send
	1 = 1 byte	
	[0]	
If data format = 1 bit		
Sequence type	0 = Cyclic	By choosing cyclic sequence, for each press the data on the objects Value 1, Value 2, Value 3, Value 4, Value 1, Value 2, Value 3, Value 4... are sent By choosing increasing/decreasing sequence, the data on the objects Value 1, Value 2, Value 3, Value 4, Value 3, Value 2, Value 1, Value 2, Value 3, Value 4… are sent
	1 = Increasing/Decreasing	
	[0]	
Number of objects	0÷4	Number of objects concerned in the sequence for short press
	[2]	
Value 1..n	0 = ON	ON or OFF values to send for short press
	1 = OFF	
	[1]	
Long press function	Disable	Enabling of the sequence function for long press
	Enable	
	[Disable]	
Number of objects	0÷4	Number of objects concerned in the sequence for long press
	[2]	
Value 1..n	0 = ON	ON or OFF values to send for long press
	1 = OFF	
	[1]	
If data format = 1 byte		
Sequence type	0 = Cyclic	By choosing cyclic sequence, for each press of the dedicated object, the data on the objects Value 1, Value 2, Value 3, Value 4, Value 1, Value 2, Value 3, Value 4... are sent By choosing increasing/decreasing sequence, the data Value 1, Value 2, Value 3, Value 4, Value 3, Value 2, Value 1, Value 2, Value 3, Value 4… are sent
	1 = Increasing/Decreasing	
	[0]	
Number of values	0÷4	Number of different values to send in the sequence for short press
	[2]	
Value 1..n	0÷255	Values to send for short press
	[0]	
Long press function	Disable	Enabling of the sequence function for long press
	Enable	
	[Disable]	
Number of values	0÷4	Number of different values to send in the sequence for long press
	[2]	
Value 1..n	0÷255	Values to send for long press
	[0]	



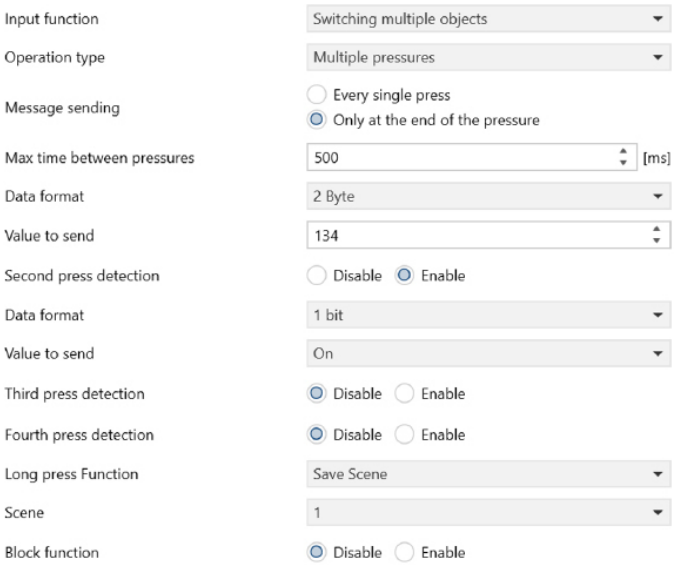
"Switching module with multiple objects/Sequence" parameters

Communication objects and ETS parameters

"Switching multiple objects/Multiple presses" sub-parameters

ETS text	Values available [Default value]	Comment
Message transmission	0 = Each single press	To establish whether to send the messages at all presses in the series or only at the end of the series.
	1 = Only at the end of pressing	
	[0]	
Maximum time between presses	100÷32000 ms	This time determines the end of the series of presses
	[500]	
Data format	0 = 1 bit	Type of data to send (for the first press)
	1 = 1 byte	
	2 = 2 byte	
	[0]	
Value to send (if data format = 1bit)	0 = OFF	1 bit values to send for short press
	1 = ON	
	2 = Toggle	
	[0]	
Value 1..n (if data format = 1byte)	0÷255	1 byte values to send for short press
	[0]	
Value 1..n (if data format = 2byte)	0÷ 65535	2 byte values to send for short press
	[0]	
Second press detection	Disable	Enabling management of second press
	Enable	
	[Disable]	
Data format	0 = 1 bit	Type of data to send (for the second press)
	1 = 1 byte	
	2 = 2 byte	
	[0]	
Value to send (if data format = 1bit)	0 = OFF	1 bit values to send for short press
	1 = ON	
	2 = Toggle	
	[0]	
Value 1..n (if data format = 1byte)	0÷255	1 byte values to send for short press
	[0]	
Value 1..n (if data format = 2byte)	0÷ 65535	2 byte values to send for short press
	[0]	
Third press detection	Disable	Enabling management of third press
	Enable	
	[Disable]	
Data format	0 = 1 bit	Type of data to send (for the third press)
	1 = 1 byte	
	2 = 2 byte	
	[0]	
Value to send (if data format = 1bit)	0 = OFF	1 bit values to send for short press
	1 = ON	
	2 = Toggle	
	[0]	
Value 1..n (if data format = 1byte)	0÷255	1 byte values to send for short press
	[0]	
Value 1..n (if data format = 2byte)	0÷ 65535	2 byte values to send for short press
	[0]	
Fourth press detection	Disable	Enabling management of fourth press
	Enable	
	[Disable]	

Continued



"Switching multiple objects/Multiple presses" parameter

Note: An example of a long press application is a water control unit pulse counter that sends an extended pulse if a pump fault occurs (this can be used to signal the fault alarm on the KNX bus).

Continued

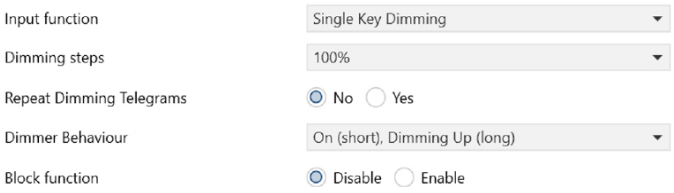
ETS text	Values available [Default value]	Comment
Data format	0 = 1 bit	Type of data to send (for the fourth press)
	1 = 1 byte	
	2 = 2 byte	
	[0]	
Value to send (if data format = 1bit)	0 = OFF	1 bit values to send for short press
	1 = ON	
	2 = Toggle	
	[0]	
Value 1..n (if data format = 1byte)	0÷255	1 byte values to send for short press
	[0]	
Value 1..n (if data format = 2byte)	0÷ 65535	2 byte values to send for short press
	[0]	
Long press function	No reaction	To enable the sending of a message for long press on object no. 55 (if set as "Toggle", object 55 should also be combined with object 56)
	Toggle	
	Send ON	
	Send OFF	
	Save scenario	
	Call up scenario	
	[No reaction]	
Scenario	1..64	Number of the scenario called up or saved for long press on object no. 55
	[1]	

Communication objects and ETS parameters

“Single push button dimmer control” parameter (see the “Push button configuration” parameters on page 18)

Dimmer control with a single push button.

ETS text	Values available [Default value]	Comment
Dimming step	1.5….100%	Sets the dimming speed
	[100%]	
Repeat dimming telegrams	0 = No	Sets the dimming mode (continuous or step-step)
	1 = Yes	
	[0]	
Repetition time	0.3....5 s	Dimming message repetition time
	[1.0 s]	
Dimmer behaviour	Toggle (short press) Up/ Down Dimming (long press)	Possibility of choosing the behaviour for short and long press
	ON (short press) Up Dimming (long press)	
	OFF (short press) Down Dimming (long press)	
	[Toggle (short press) Up/Down Dimming (long press)]	

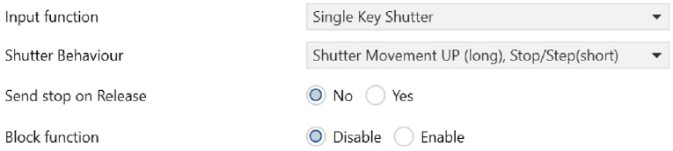


“Single push button dimmer control” parameters

“Single push button roller shutter control” parameter (see the “Push button configuration” parameters on page 18)

Roller shutter control with a single push button.

ETS text	Values available [Default value]	Comment
Roller shutter behaviour	Roller shutter up (long press), stop/step (short press)	Possibility of choosing the behaviour for short and long press
	Roller shutter down (long press), stop/step (short press)	
	Roller shutter toggle movement (long press), stop (short press)	
	Roller shutter up (short press), stop/step (long press)	
	Roller shutter down (short press), stop/step (long press)	
	Roller shutter toggle movement (short press), stop (long press)	
	[Roller shutter up (long press), stop/step (short press)]	
Send Stop on release	0 = No	Possibility of choosing whether to send the stop when the push button is released
	1 = Yes	
	[0]	



“Single push button roller shutter control” parameters

Note.

By setting “Push button" and selecting the "*Single push button dimmer control*" function or the "*Toggle object*" function or the "*Single push button roller shutter control*" function, this object must be associated with the group with the light “ON/OFF status” datapoint (relay or dimmer) or the roller shutter "roller shutter up/down” datapoint to receive the ON/OFF status of the associated load. If this is not the case, it will be unable to manage light control or roller shutter operation.

Communication objects and ETS parameters

Presence in room function

The Presence in room function is useful to call up a scenario when specific conditions occur, such as entering and leaving the room, the first entry after check-in, the final departure from the room after check-out, etc.

Note: The function can be activated by selecting an option from the related menu, between “With motion sensor” or “With pocket”.

With KNX motion sensor

In this case, the logic manages the following events:

- Check-in. 1bit information received on the “Check-in” object.
- Door opening and closing. 1bit information received on the “Door input” object.
- Staff access. 1bit information received on the “Service access” object.
- Check-out. 1bit information received on the “Check-out” object.
- Day-Night. 1bit information received on the “Day-Night” object.
- Motion in the room. 1bit information received on the “Motion sensor” and “Activity signalling” objects.

This function is used to check if a room is occupied and signal it in the 1 bit object “Presence in room”. To implement the function, at least a motion sensor and a room access door opening and closing signal must be used. The configuration of an object signalling activity in the room is optional.

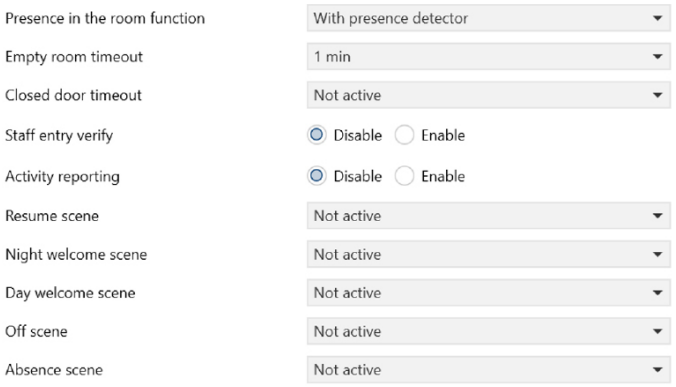
With a non-KNX pocket whose relay output is connected to a KNX input

In this case, the logic manages the following events:

- Check-in. 1bit information received on the “Check-in” object.
- Guest access. 1bit information received on the “Guest access” object.
- Staff access. 1bit information received on the “Service access” object.
- Check-out. 1bit information received on the “Check-out” object.
- Day-Night. 1bit information received on the “Day-Night” object.

This function is used to check if a room is occupied and signal it in the 1 bit object “Presence in room”. To implement the function, at least one card pocket must be used.

The combination of messages received on objects from nos. 64 to 69 will make objects from nos. 71 to 75 perform actions.



Presence in room with motion sensor



Presence in room with pocket

ETS text	Values available [Default value]	Comment
Presence in room function	Off	To decide whether room presence detection occurs using information from a motion sensor or through inserting a card into a non-KNX pocket connected to a KNX input
	With Pocket	
	With motion sensor	
	[Off]	

Continued

Continued

ETS text	Values available [Default value]	Comment
Empty room time-out	1 min	In the case of the Presence in room function “With motion sensor”: A timeout that starts when the door closes, during which it verifies if the guest has actually left the room by checking the messages sent to the “Motion sensor” object by the motion sensor and any other sensor communicating on the “Activity signalling” object. In the case of the Presence in room function “With pocket”: A timeout that starts when the card is removed, during which it verifies if the guest has actually left the room by checking whether the card is inserted into the pocket again via the “Guest access” or “Service access” objects. Note: after the door opens and closes, the device checks whether 1 or 2 motion sensors or a pocket (non-KNX) signal a presence within a certain time interval; otherwise, the person is considered to have left
	2 min	
	3 min	
	4 min	
	5 min	
	[1 min]	

Continued

Communication objects and ETS parameters

Continued

ETS text	Values available [Default value]	Comment
Door closing time-out	Off	A timeout that starts when the door opens to consider the door closed even if the closing message has not been received on the “Door input” object. Only available in the case of the Presence in room function “With motion sensor”.
	1 min	
	2 min	
	3 min	
	4 min	
	5 min	
	[Off]	
Staff entry check	Disable	To enable checking whether entry into the room is by service staff. If enabled, the “Service access” scenario is available. If disabled, entry is always considered to be a “guest” type.
	Enable	
	[Disable]	
Activity signalling	Disable	If this parameter is enabled, any command received on the “Activity signalling” object signals the presence in the room (object no. 69)
	Enable	
	[Disable]	
Restore scenario	Off	Scenario called up when the guest returns to the room and stored when the guest leaves the room. This way, upon returning, the guest finds the same conditions they left when exiting (object no. 70)
	1…64	
	[Off]	
Night welcome scenario	Off	Scenario called up upon the guest’s first entry into the room after check-in at night (object no. 71)
	1…64	
	[Off]	
Day welcome scenario	Off	Scenario called up upon the guest’s first entry into the room after check-in during the day (object no. 72)
	1…64	
	[Off]	
Staff scenario	Off	Scenario called up upon staff entry into the room (object no. 73)
	1…64	
	[Off]	
OFF scenario	Off	Scenario called up when the guest leaves the room for good upon check-out (object no. 74)
	1…64	
	[Off]	
Away scenario	Off	Scenario called up when the guest leaves the room (object no. 75)
	1…64	
	[Off]	

Note.
These scenarios ensure that the status of the various KNX relays is stored at every entry and exit of the guest in the room.
The scenarios are then reset when the guest check-out is performed from View Suite.
Additional scenarios can be associated in the event of a new check-in from View Suite (depending on whether it occurs during the day or at night) and also when service staff enter the room.

Caution: In the event of a blackout, when mains voltage is restored, the device restarts with the new information received from the bus and not with the information relating to room presence prior to the blackout.

CE

30565-66IT 01 2606

VIMAR
Viale Vicenza 14
36063 Marostica VI - Italy
www.vimar.com