



Push Button Module

Product Manual



Contents

1. General Features.....	4
1. 1. Technical Data	5
1. 2. Dimensions	6
1. 3. Connection Features	6
2. ETS Parameters & Descriptions	8
2. 1. General	8
2. 1. 1. Parameters List	9
2. 1. 2. Communication Objects	10
2. 2. Switch	11
2. 2. 1. Rocker/Button Operation.....	11
2. 2. 1. 1. Parameters List	11
2. 2. 2. Rocker.....	12
2. 2. 2. 1. Switching	13
2. 2. 2. 1. 1. Parameters List	14
2. 2. 2. 1. 2. Communication Objects	15
2. 2. 2. 2. Dimming	16
2. 2. 2. 2. 1. Parameters List	17
2. 2. 2. 2. 2. Communication Objects	18
2. 2. 2. 3. Shutter	19
2. 2. 2. 3. 1. Parameters List	20
2. 2. 2. 3. 2. Communication Objects	21
2. 2. 3. Push Button	22
2. 2. 3. 1. Switch Sensor	23
2. 2. 3. 1. 1. Parameters List	24
2. 2. 3. 1. 2. Communication Objects	26
2. 2. 3. 2. Switch/Dimming Sensor	27
2. 2. 3. 2. 1. Parameters List	28
2. 2. 3. 2. 2. Communication Objects	30
2. 2. 3. 3. Shutter Sensor	31
2. 2. 3. 3. 1. Parameters List	32
2. 2. 3. 3. 2. Communication Objects	36
2. 2. 3. 4. Value/Forced Sensor	37
2. 2. 3. 4. 1. Parameters List	38
2. 2. 3. 4. 2. Communication Objects	41
2. 2. 3. 5. Control Scene	42
2. 2. 3. 5. 1. Parameters List	43
2. 2. 3. 5. 2. Communication Objects	47
2. 2. 3. 6. Counter	50
2. 2. 3. 6. 1. Parameters List	51
2. 2. 3. 6. 2. Communication Objects	55

2. 3. LED	57
2. 3. 1. Brighness	57
2. 3. 1. 1. Parameters List	58
2. 3. 1. 2. Communication Objects	59
2. 3. 2. LED Configuration	60
2. 3. 2. 1. Parameters List	61
2. 4. Logic	63
2. 4. 1. Logic Channels Configuration	63
2. 4. 1. 1. Parameters List	63
2. 4. 2. Logic A..D	64
2. 4. 2. 1. Parameters List	65
2. 4. 2. 2. Communication Objects	66
3. ETS Objects List	67

1. General Features

Mutlusan KNX Modular Series is a KNX push-button device designed for controlling building automation functions through its built-in buttons and RGB status LEDs. It provides an intuitive user interface for KNX systems without requiring external input connections.

The Modular Series is available in 2M and 3M versions. The device includes 6 buttons, each of which can be configured independently or as rocker pairs.

Depending on the selected operating mode, the buttons support the following functions:

Push Button Mode:

- Switching
- Dimming
- Shutter control
- Sending values
- Scene control
- Counter

Rocker Mode:

- Switching
- Dimming
- Shutter control

Each button includes its own RGB LED, which can be configured for status indication or visual feedback.

The Modular Series also includes logic function blocks, allowing basic logical combinations such as AND, OR, or XOR to be applied to button events. In addition to these logic capabilities, it fully supports the following functions:

- Switch (ON/OFF)
- Scene
- Value

It is compatible with ETS5 and higher versions and all device settings, including button functions and LED behavior, are fully configurable via ETS.

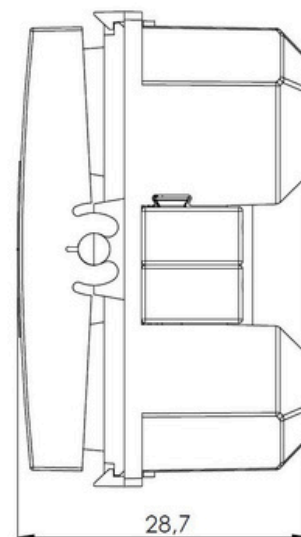
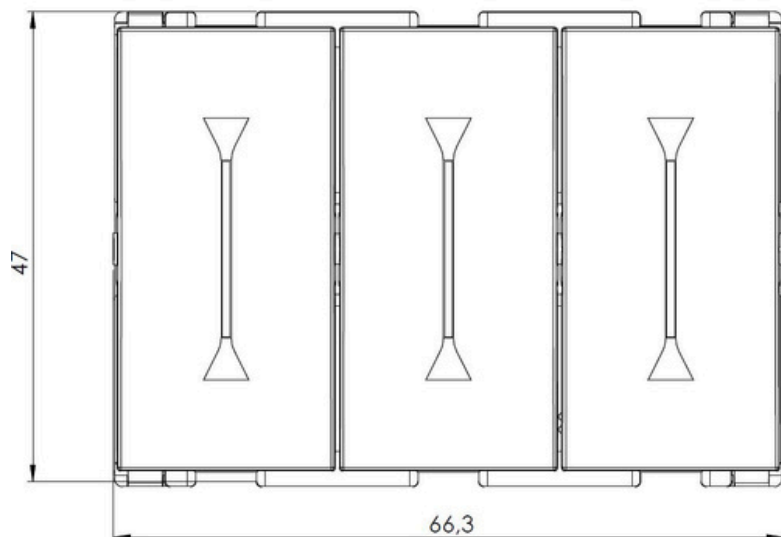
1. 1. Technical Data

The following table shows the technical information of the Universal Interface.

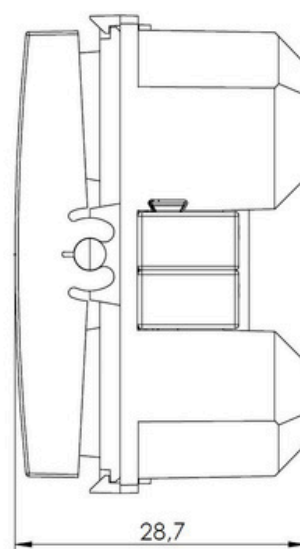
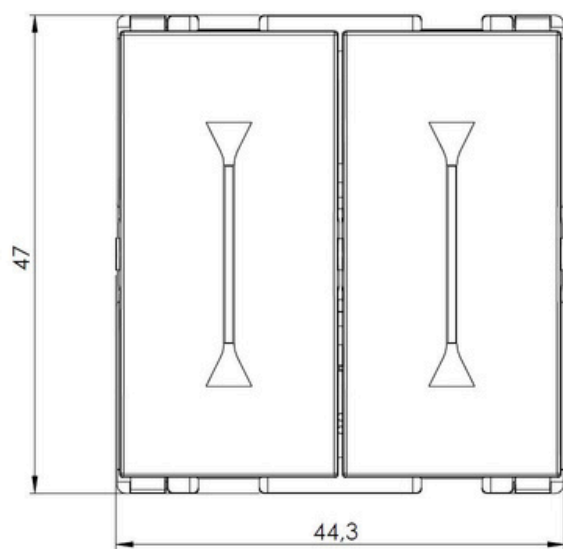
Product Name	Push Button Module
Product Code	2M: MX-00200200 3M: MX-00200300
Power Supply	20V...32V DC
Current Consumption	< approx. 10 mA
Mode of Commissioning	S-Mode
Type of Protection	IP 20
Temperature Range	Operation: -5°C ... 45°C Storage: -25°C ... 60°C
Configuration	Configuration with ETS
Operation LEDs	RGB LEDs for each button 1x Red Programming LED
Push Buttons	2 to 6 buttons (Depending on the model) 1 x KNX Programming Button
Colour	White, Cream, Metallic Black, Antique Gold, Black, Anthracite, Sea Green, Antique Silver, Smoked, Satin Beige
Dimensions	2M: 44.3 x 47 x 28.7 mm 3M: 66.3 x 47 x 28.7 mm
Weight	2M: 28 gr 3M: 37 gr
Button Operation Life	1.000.000

1. 2. Dimensions

All values given in the device dimensions are millimetres.



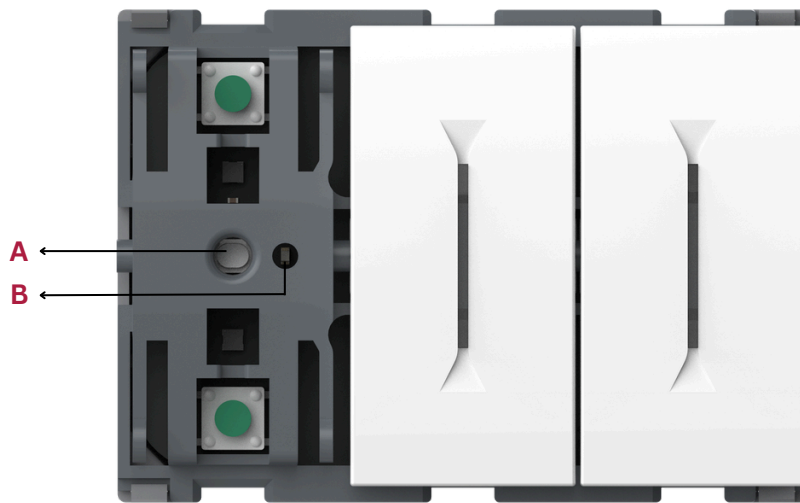
Dimensions of the 3M



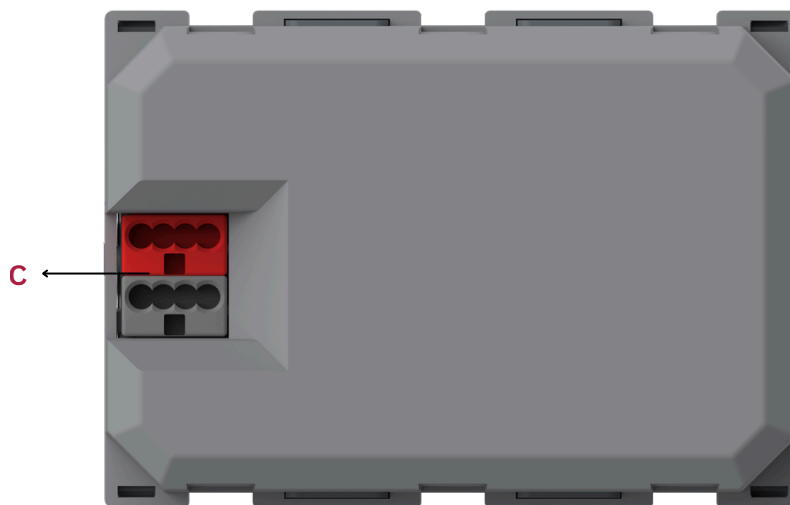
Dimensions of the 2M

1. 3. Connection Features

The figures below shows the Universal Interface connectors.



Top



Bottom

Letter	Feature
A	Programming Button
B	Programming LED
C	KNX Connector

2. ETS Parameters & Descriptions

In this chapter, the ETS parameters of Modular Series device is described using the parameter pages and options. The parameter pages features are dynamic structures which mean further parameters and parameter pages are enabled depending on the configuration.

In the ETS parameter configuration pages, each of the parameters has got a default parameter value. These default values are written in bold.

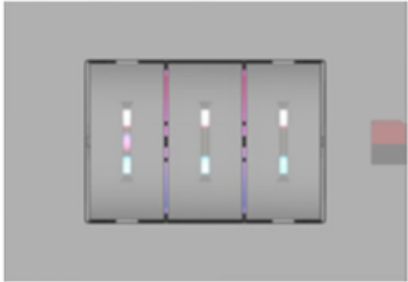
- E.g.: Device alive operation active
- **No** Yes

2. 1. General

When the Modular Series ETS configuration file is attached to the project from the ETS software, a configuration setting must be made primarily before loading. When entering the “GENERAL” in the parameter page, the configuration screen will be appeared shown below. General settings for the devices are made in this window.

General

+ Switch
+ LED
+ Logic



Device module size

☐ 2M
☒ 3M

Transmission delay [2...255s] after bus voltage recovery

The transmission delay time contains the initialization time

Device alive operation active

☒ No
☐ Yes

2. 1. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Device module size	This parameter is used to determine which device configure in ETS.	2M 3M
Number of gangs	Defines how many button areas (gangs) are available on the device front panel.	1-Gang 2-Gang
Transmission delay [2...255s] after bus voltage recovery	Transmission delay time determines the period between bus voltage recovery and the point after which telegrams can be sent. An initialisation period of approx. 2 seconds for starting the device is included in the delay time.	2...255
Device alive operation active	This parameter is used to determine the existence of the Modular Series on the KNX bus line. The cyclic telegram can be monitored by an external KNX device. If a telegram is not received, the device may be defective or the KNX cable to the transmitting device may be interrupted. No: The group object is enabled. Yes: The group object is not enabled.	No Yes
In operation value	This parameter is used to determine the send value of "General - Telegr. operation" group object on the KNX bus line.	ON OFF
Operation send interval [min]	This parameter is used to set the cyclically sending time interval value of the "General - Telegr. operation" group object.	1...15...65535

2. 1. 2. Communication Objects

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
1	General	Telegr. operation	1.002	1-bit	X			X	
This communication object becomes visible when the "Device alive operation active" parameter is set to "Yes." It is a communication object used to indicate the operational status of the Modular Series on the KNX bus line by sending cyclic telegrams to notify the system that the device is active and functioning properly. The value of this object can be adjusted using the "In operation value" parameter, which allows it to be set to either "ON" or "OFF."									

2. 2. Switch

The Switch menu allows configuring how the Modular Series buttons will operate.

2. 2. 1. Rocker/Button Operation

In the Rocker/Button Operation menu, each button pair (1/2, 3/4, 5/6) can be set as a Rocker or as 2 Buttons. The selected option updates the related configuration pages in ETS.

- Rocker: The pair appears as a single Rocker page, as shown in Figure 1.
- 2 Buttons: Two separate pages are shown for the pair, as shown in Figure 2.

Each pair can be individually configured, meaning the device may operate with a mix of Rocker and Push Button modes (e.g., 1/2 as Rocker, 3/4 as 2 Buttons, 5/6 as Rocker).

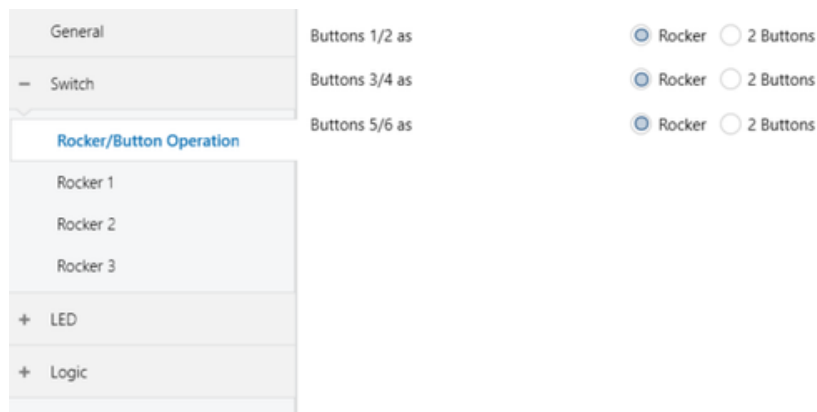


Figure 1

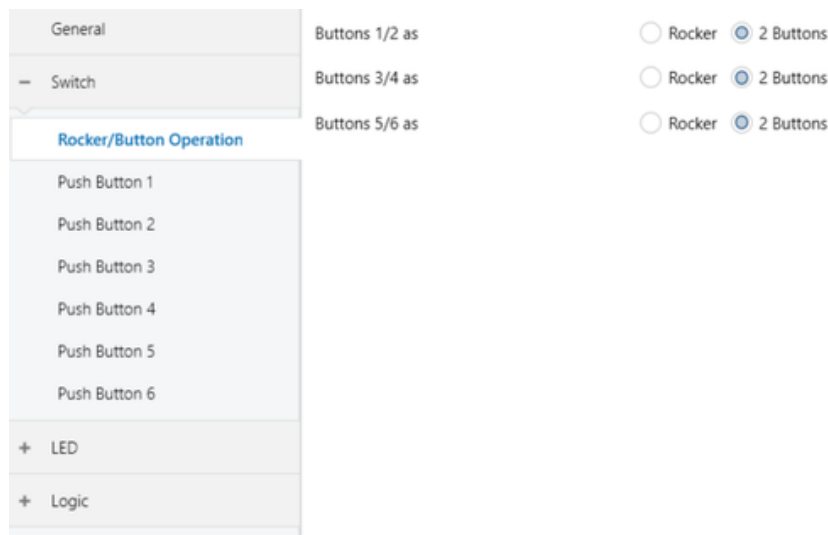


Figure 2

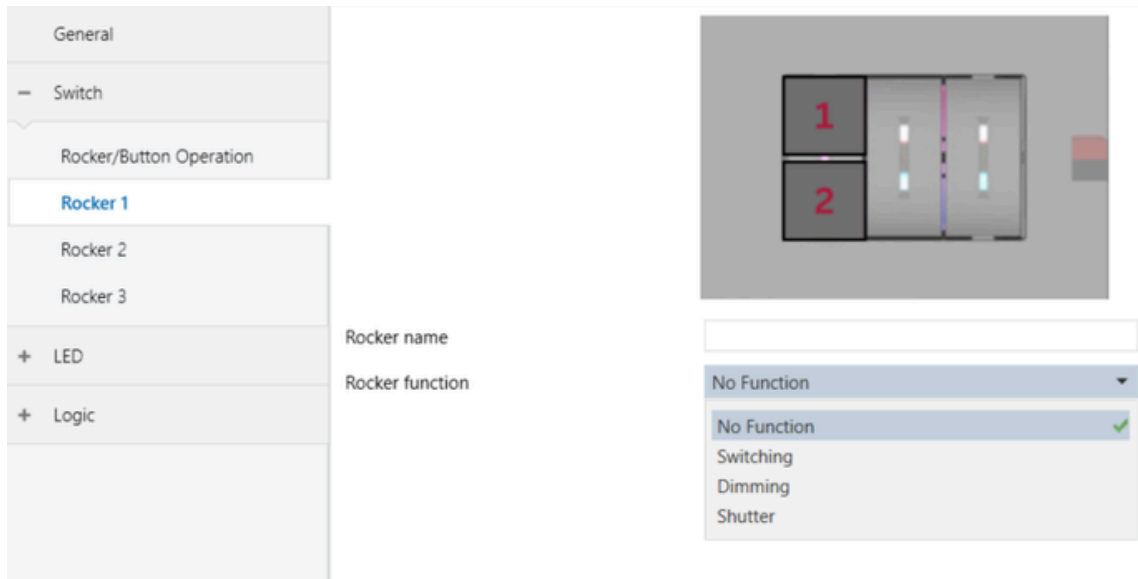
2. 2. 1. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Button 1/2 as Button 3/4 as Button 5/6 as	This parameter is used to define whether each button pair operates as a Rocker or as 2 Push Buttons	Rocker 2 Push Button

2. 2. 2. Rocker

The Modular Series includes 3 rockers. In Rocker mode, each rocker pair can be configured as a single control element consisting of an upper and lower button. For each rocker, functions such as switching, dimming, and shutter/blind control can be assigned.

You can control the devices by making the necessary configurations via the Modular Series.

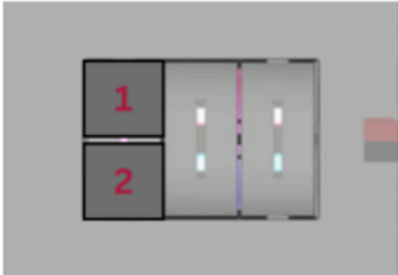


Rockers also have status LEDs which can be configured to indicate state of the operation that is configure.

2. 2. 2. 1 Switching

In this section, it is explained how to control a lighting unit through the Modular Series in Rocker mode by switching using the rocker buttons. Detailed information on the relevant parameter configurations is described in the table below.

General	
Switch	
Rocker/Button Operation	
Rocker 1	
Rocker 2	
Rocker 3	
+ LED	Rocker name
+ Logic	Rocker function
	Mode of buttons
	Command on



Switching

☒ Top = On; Bottom = Off

☐ Bottom = On; Top = Off

☒ Press ☐ Release

2. 2. 2. 1. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Rocker name	This parameter is used to type an rocker name. The name can consist of up to 40 characters.	40 bytes allowed
Rocker function	This parameter is used to determine the function of the selected rocker. If no function is selected, the rocker will not be used. For other options, all functionalities are configured separately.	No Function Switching Dimming Shutter
Mode of buttons	This parameter is used to determine which side of the rocker sends the On and Off commands.	Top = On; Bottom = Off Bottom = On; Top= Off
Command on	This parameter is used to determine whether the command is sent on Press or on Release.	Press Release

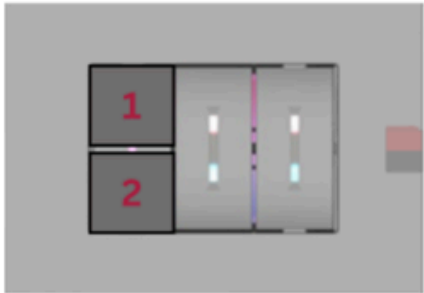
2. 2. 2. 1. 2. Communication Objects

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
2	Rocker x	Disable	1.003	1-bit	X		X		
This object is visible for every rocker configured in the device. The function of the rocker can be enabled or disabled using the communication object "Disable". When disabled, the rocker does not react to any operation. The related communication objects remain available, but no action is triggered. 0: Enable rocker 1: Disable rocker									
3	Rocker x	Telegr. switch	1.001	1-bit	X		X	X	
On/Off telegrams will be sent to the group address linked to this communication object.									

2. 2. 2. 2 Dimming

In this section, it is explained how to control a lighting unit through the Modular Series in Rocker mode, both by switching and dimming, using the rocker buttons. Detailed information on the relevant parameter configurations is described in the table below.

General	
- Switch	
Rocker/Button Operation	
Rocker 1	
Rocker 2	
Rocker 3	
+ LED	
+ Logic	
Rocker name	
Rocker function	Dimming ▼
Mode of buttons	☒ Top = Brighter/On; Bottom = Darker/Off ☐ Bottom = Brighter/On; Top = Darker/Off
Long press duration	0.5s ▼
Dimming type	☒ Start Stop ☐ Step Wise
 Short Press --> On/Off Long Press --> Dimming	



2. 2. 2. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Rocker name	This parameter is used to type an rocker name. The name can consist of up to 40 characters.	40 bytes allowed
Rocker function	This parameter is used to determine the function of the selected rocker. If no function is selected, the rocker will not be used. For other options, all functionalities are configured separately.	No Function Switching Dimming Shutter
Mode of buttons	This parameter is used to determine which side of the rocker performs the On/Off or Brighter/Darker action.	Top = Brighter/On; Bottom = Darker/Off Bottom = Brighter/On; Top= Darker/Off
Long press duration	This parameter is used to determine the time period after which the rocker switches from On/Off mode to dimming mode while being pressed.	0.3s, 0.4s, 0.5s , 0.6s, 0.8s, 1s, 1.2s, 1.5s, 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, 10s
Dimming Type	This parameter is used to determine the dimming behavior when the rocker enters dimming mode. It defines whether the adjustment will be performed continuously or in defined steps.	Start Stop Step Wise
Step value	This parameter is used to determine the step size applied during Step-wise dimming. The selected value defines the percentage change in each dimming step.	100% 50% 25% 12.5% 6.25% 3.13% 1.56%
Step send interval	This parameter is used to determine the time interval for sending dimming increase or decrease commands while the button remains pressed. It is only visible when the Dimming Type is set to Step-wise.	0.3s, 0.4s , 0.5s, 0.6s, 0.8s, 1s, 1.2s, 1.5s, 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, 10s

2. 2. 2. 2. Communication Objects

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
2	Rocker x	Disable	1.003	1-bit	X		X		
This object is visible for every rocker configured in the device. The function of the rocker can be enabled or disabled using the communication object "Disable". When disabled, the rocker does not react to any operation. The related communication objects remain available, but no action is triggered. 0: Enable rocker 1: Disable rocker									
3	Rocker x	Telegr. switch	1.001	1-bit	X		X	X	
On/Off telegrams will be sent to the group address linked to this communication object.									
4	Rocker x	Telegr. dimming	3.007	4-bit	X			X	
This object is triggered by a long press on the input. Depending on the parameter settings, it sends the "BRIGHTER" or "DARKER" command.									

In this section, it is explained how to control a shutter or blind unit through the Modular Series in Rocker mode using the rocker buttons. Detailed information on the relevant parameter configurations is described in the table below.

General

Switch

Rocker/Button Operation

Rocker 1

Rocker 2

Rocker 3

LED

Logic



Rocker name

Rocker function

Mode of buttons

Control type

Long press duration

Shutter

☒ Top = Up; Bottom = Down
 ☐ Bottom = Up; Top = Down

Venetian Blind

0.5s

Short Press --> Stop/Lamella Adjust

Long Press --> Up/Down

2. 2. 2. 3. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Rocker name	This parameter is used to type an rocker name. The name can consist of up to 40 characters.	40 bytes allowed
Rocker function	This parameter is used to determine the function of the selected rocker. If no function is selected, the rocker will not be used. For other options, all functionalities are configured separately.	No Function Switching Dimming Shutter
Mode of buttons	This parameter is used to determine which side of the rocker performs the Up and Down actions.	Top = Up; Bottom = Down Bottom = Up; Top = Down
Control type	This parameter is used to determine the control behavior of the shutter.	Venetian Blind Roller Shutter (button-operation) Roller Shutter (switch-operation)
Long press duration	This parameter is used to determine the time period after which the rocker switches from short press actions to long press actions while being pressed.	0.3s, 0.4s, 0.5s , 0.6s, 0.8s, 1s, 1.2s, 1.5s, 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, 10s
On reverse move command	This parameter is used to determine the action taken when the shutter movement is reversed. It allows selecting whether to stop the current movement or reverse the movement direction.	Stop Movement Reverse Movement Direction
Short press action on	This parameter is used to determine when the short press action will be executed during the button press or upon its release.	Press Release

2. 2. 2. 3. 2. Communication Objects

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
2	Rocker x	Disable	1.003	1-bit	X		X		
This object is visible for every button operated as an input. The function of the input circuitry can be disabled or enabled using the communication object "Disable". A disabled input behaves as if there has been no change of the input signal. The input objects continue to be available. 0: Enable input 1: Disable input									
3	Rocker x	Telegr. shutter UP/DOWN	1.008	1-bit	X			X	
This object sends the UP or DOWN command to the bus, depending on the parameter settings. 0: UP 1: DOWN									
4	Rocker x	Telegr. STOP / lamella adj.	1.007	1-bit	X			X	
This object sends the STOP command or lamella adjustment to the bus, depending on the parameter settings. 0: STOP / lamella adjustment UP 1: STOP / lamella adjustment DOWN									
5	Rocker x	Upper limit position	1.002	1-bit	X		X		
This object indicates when the shutter has reached its upper limit position. It is applicable for 1-button operation functions. 0: No upper limit position 1: Upper end limit position									
6	Rocker x	Lower limit position	1.002	1-bit	X		X		
This object indicates when the shutter has reached its lower limit position. It is applicable for 1-button operation functions. 0: No lower limit position 1: Lower end limit position									

2. 2. 3. Push Button

The Modular Series includes 6 buttons. In Push Button mode, each button can be configured independently. For each button, functions such as switching, dimming, shutter/blind control, sending values, scene control, and counter can be assigned.

You can control the devices by making the necessary configurations via the Modular Series.

General

- Switch

Rocker/Button Operation

Push Button 1

Push Button 2

Push Button 3

Push Button 4

Push Button 5

Push Button 6

+ LED

+ Logic

Button name

Button function



No Function ▼

No Function ✓

Switch Sensor

Switch/Dimming Sensor

Shutter Sensor

Value/Forced Sensor

Control Scene

Counter

2. 2. 3. 1. Switch Sensor

In this section, it is explained how to control the related automation functions via the Modular Series by switching using the device buttons. Detailed information on the relevant parameter configurations is described in the table below.

General	
- Switch	
Rocker/Button Operation	
Push Button 1	
Push Button 2	
Push Button 3	
Push Button 4	
Push Button 5	
Push Button 6	
+ LED	
+ Logic	

Button name	
Button function	Switch Sensor
Distinction between long and short operation	☒ No ☐ Yes
Reaction on closing the contact	ON
Reaction on opening the contact	OFF
Debounce time	50ms



2. 2. 3. 1. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Button name	This parameter is used to type an button name. The name can consist of up to 40 characters.	40 bytes allowed
Button function	This parameter is used to determine the button x function. If no function is selected, the button x will not be used. For other choices, all functionalities are configured separately.	No Function Switch Sensor Switch/Dimming Sensor Shutter Sensor Value/Forced Sensor Control Scene Counter
Distinction between long and short operation	This parameter determines whether the input distinguishes between short and long operations. When set to "Yes," the contact must first be evaluated to determine if the operation was short or long.	No Yes
Reaction on closing the contact	This parameter is visible if there is no distinction between short and long operation. For the "Reaction on closing the contact," you can set whether the object value should be switched to ON, OFF, TOGGLE, or if no reaction should occur.	ON OFF TOGGLE no reaction
Reaction on opening the contact	This parameter is visible if there is no distinction between short and long operation. For the "Reaction on opening the contact," you can set whether the object value should be switched to ON, OFF, TOGGLE, or if no reaction should occur.	ON OFF TOGGLE no reaction
Connected contact type	This parameter is used to specify the contact type that is connected to the button x.	normally open normally closed
Reaction on short operation	This parameter is visible if there is a distinction between short and long operations. It is used to determine the short press operation sending the value of the button x.	ON OFF TOGGLE no reaction

PARAMETERS	DESCRIPTION	VALUES
Reaction on long operation	This parameter is visible if there is a distinction between short and long operations. It is used to determine the long press operation sending the value of the button x.	ON OFF TOGGLE no reaction
Long operation after: Base	It defines the time period, referred to as "T," which contributes to determining the threshold for a long operation. The duration after which an input action is recognized as a long operation is calculated by multiplying the selected base time with the factor parameter. $T = \text{Base} \times \text{Factor}$	100ms 1s 10s 1min 10min 1h
Factor [2...255]	This parameter specifies a multiplier that is used in conjunction with the "Long operation after: Base" parameter; By adjusting this factor, the user can effectively fine-tune the duration required for a long operation to be recognized, allowing for greater customization.	2...255
Number of object for short/long operation	This parameter is used to determine the object count to use for short and long operations. 1 object: Short and long operations will proceed with the same object. 2 object: Short and long operations will proceed with 2 different objects.	1 Object 2 Object
Debounce time	This parameter is used to determine the debounce time. Debouncing prevents unwanted multiple operations of the button, e.g., due to bouncing of the contact.	10ms 20ms 30ms 50ms 70ms 100ms 150ms

2. 2. 3. 1. 2. Communication Objects

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
2	Button x	Disable	1.003	1-bit	X		X		
This object is visible for every button operated as an input. The function of the input circuitry can be disabled or enabled using the communication object "Disable". A disabled input behaves as if there has been no change of the input signal. The input objects continue to be available. 0: Enable input 1: Disable input									
3	Button x	Telegr. switch	1.001	1-bit	X		X	X	
This object adjusts its functionality based on the chosen input function. According to the parameter settings, it can be set to ON, OFF or TOGGLE when the input is triggered.									
4	Button x	long - Telegr. switch	1.001	1-bit	X		X	X	
This object is visible when the "Distinction between long and short operation" parameter is set to "Yes" and the "Number of object for short/long operation" parameter is set to "2 object." It adjusts its functionality based on the chosen input function. According to the parameter settings, it can be set to ON, OFF, or TOGGLE when the input is triggered.									

2. 2. 3. 2. Switch/Dimming Sensor

In this section, it is explained how to control a lighting unit through the Modular Series, both by switching and dimming, via the device buttons. Detailed information on the relevant parameter configurations is described in the table below. Make sure that the lighting unit to be controlled has a dimming feature.

General	
- Switch	
Rocker/Button Operation	
Push Button 1	
Push Button 2	Button name
Push Button 3	Button function
Push Button 4	Connected contact type
Push Button 5	Dimming functionality
Push Button 6	Reaction on operation
+ LED	Dimming mode
+ Logic	Debounce time



Switch/Dimming Sensor ▼

☒ normally open
 ☐ normally closed

☒ Only dimming
 ☐ Dimming and switching

Dim BRIGHTER ▼

☒ Start-stop-dimming
 ☐ Dimming steps

50ms ▼

2. 2. 3. 2. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Button name	This parameter is used to type an button name. The name can consist of up to 40 characters.	40 bytes allowed
Button function	This parameter is used to determine the button x function. If no function is selected, the button x will not be used. For other choices, all functionalities are configured separately.	No Function Switch Sensor Switch/Dimming Sensor Shutter Sensor Value/Forced Sensor Control Scene Counter
Connected contact type	This parameter is used to specify the contact type that is connected to the button x.	normally open normally closed
Dimming functionality	This parameter is used to define if the lighting can only be dimmed “Only dimming” or if additional switching is also permitted “Dimming and switching”. In this case, a long button press dims and a short button push switch.	Only dimming Dimming and switching
Reaction on operation	A distinction is not made between short and long operations here. It is used to determine the press operation sending the value of the button x.	Dim BRIGHTER Dim DARKER Dim BRIGHTER/DARKER
Reaction on short operation	This parameter is visible if there is a distinction between short and long operations. It is used to determine the short press operation sending the value of the button x.	ON OFF TOGGLE no reaction
Reaction on long operation	This parameter is visible if there is a distinction between short and long operations. It is used to determine the long press operation sending the value of the button x.	Dim BRIGHTER Dim DARKER Dim BRIGHTER/DARKER

PARAMETERS	DESCRIPTION	VALUES
Dimming direction after switching ON	This parameter is used to determine the dimming direction when the switch object is ON on long operation.	BRIGHTER DARKER
Long operation after	This parameter is used to determine long operation detection after the button press operation. For making a long operation, the button should be pressed at least the configured value.	0.3s, 0.4s, 0.5s , 0.6s, 0.8s, 1s, 1.2s, 1.5s, 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, 10s
Brightness change on every sent telegram	This parameter is only visible with “Dimming steps”. This parameter is set to change the brightness (in per cent), which is cyclically sent with every dimming telegram.	100% 50% 25% 12.5% 6.25% 3.13% 1.56%
Transmission cycle time: telegram is repeated every	This parameter is used to determine the transmission cycle time. The dimming telegram is sent cyclically during a long operation if “Dimming steps” is set. The cycle time for sending corresponds with the time interval between two telegrams during cyclical sending.	0.3s, 0.4s , 0.5s, 0.6s, 0.8s, 1s, 1.2s, 1.5s, 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, 10s
Debounce time	This parameter is used to determine the debounce time. Debouncing prevents unwanted multiple operations of the button, e.g., due to bouncing of the contact.	10ms 20ms 30ms 50ms 70ms 100ms 150ms

2. 2. 3. 2. 2. Communication Objects

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
2	Button x	Disable	1.003	1-bit	X		X		
This object is visible for every button operated as an input. The function of the input circuitry can be disabled or enabled using the communication object "Disable". A disabled input behaves as if there has been no change of the input signal. The input objects continue to be available. 0: Enable input 1: Disable input									
3	Button x	Telegr. switch	1.001	1-bit	X		X	X	
This object is visible when the "Dimming functionality" parameter is set to "Dimming and switch." It can take ON, OFF, or TOGGLE values depending on the parameter settings and is triggered by a short press on the input.									
4	Button x	Telegr. dimming	3.007	4-bit	X			X	
This object is triggered by a long press on the input. Depending on the parameter settings, it sends the "BRIGHTER" or "DARKER" command.									

2. 2. 3. 3. Shutter Sensor

In this section, it is explained how to control a shutter/blind unit via the buttons connected to the digital buttons via the Universal Interface. Detailed information on the relevant parameter configurations is described in the table below.

General	
- Switch	
Rocker/Button Operation	
Push Button 1	
Push Button 2	
Push Button 3	
Push Button 4	
Push Button 5	
Push Button 6	
+ LED	
+ Logic	

Button name	
Button function	Shutter Sensor
Connected contact type	☒ normally open ☐ normally closed
Operating functionality of blind	2-push-button, standard
Short operation: STOP/lamella UP/DOWN Long operation: move UP/DOWN	<--- NOTE
Reaction on short operation	☒ STOP / lamella UP ☐ STOP / lamella DOWN
Reaction on long operation	☐ MOVE UP ☒ MOVE DOWN
Long operation after	0.5s
Debounce time	30ms



2. 2. 3. 3. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Button name	This parameter is used to type an button name. The name can consist of up to 40 characters.	40 bytes allowed
Button function	This parameter is used to determine the button x function. If no function is selected, the button x will not be used. For other choices, all functionalities are configured separately.	No Function Switch Sensor Switch/Dimming Sensor Shutter Sensor Value/Forced Sensor Control Scene Counter
Connected contact type	This parameter is used to specify the contact type that is connected to the button x.	normally open normally closed
Operating functionality of blind	This parameter define the type of operation.	1-push-button, short = stepping, long = moving 1-push-button, short = moving, long = stepping 1-push-button-operation, moving 1-switch-operation, moving 2-push-button, standard 2-switch-operation, moving (shutter) 2-push-button, moving (shutter) 2-push-button, stepping

PARAMETERS	DESCRIPTION	VALUES
1-push-button, short = stepping, long = moving		
Long operation: Move UP/DOWN Short operation: Lamella	NOTE	NOTE
Long operation after	This parameter is used to determine long operation detection after the button press operation. For making a long operation, the button should be pressed at least the configured value.	0.3s, 0.4s, 0.5s , 0.6s, 0.8s, 1s, 1.2s, 1.5s, 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, 10s
1-push-button, short = moving, long = stepping		
Long operation: Lamella Short operation: Move UP/DOWN	NOTE	NOTE
Long operation after	This parameter is used to determine long operation detection after the button press operation. For making a long operation, the button should be pressed at least the configured value.	0.3s, 0.4s, 0.5s , 0.6s, 0.8s, 1s, 1.2s, 1.5s, 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, 10s
“Telegr. STOP/lamella adj.” is repeated every	This parameter is used to determine the time between two telegrams is set. This parameter is visible in operations in which the object “Telegr. STOP/lamella adj.” is sent cyclically on the bus during a long operation.	0.3s, 0.4s , 0.5s, 0.6s, 0.8s, 1s, 1.2s, 1.5s, 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, 10s
1-push-button-operation, moving		
On every operation in succession UP - STOP - DOWN - STOP	NOTE	NOTE

PARAMETERS	DESCRIPTION	VALUES
1-switch-operation, moving		
On operation UP/DOWN, end of operation STOP	NOTE	NOTE
2-push-button, standard		
Reaction on short operation	This parameter is visible if there is a distinction between short and long operations. It is used to determine the short press operation sending the value of the button x.	STOP / lamella UP STOP / lamella DOWN
Reaction on long operation	This parameter is visible if there is a distinction between short and long operations. It is used to determine the long press operation sending the value of the button x.	MOVE UP MOVE DOWN
Long operation after	This parameter is used to determine long operation detection after the button press operation. For making a long operation, the button should be pressed at least the configured value.	0.3s, 0.4s, 0.5s , 0.6s, 0.8s, 1s, 1.2s, 1.5s, 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, 10s
2-switch-operation, moving (shutter)		
On operation: moving, end of operation: STOP	NOTE	NOTE
Reaction on operation	This parameter is used to determine the reaction when an operation occurs. A distinction is not made between short and long operations here.	MOVE UP MOVE DOWN

PARAMETERS	DESCRIPTION	VALUES
2-push-button, moving (shutter)		
On operation: moving	NOTE	NOTE
Reaction on operation	This parameter is used to determine the reaction when an operation occurs. A distinction is not made between short and long operations here.	MOVE UP MOVE DOWN
2-push-button, stepping		
On operation: stepping	NOTE	NOTE
Reaction on operation	This parameter is used to determine the reaction when an operation occurs. A distinction is not made between short and long operations here.	STOP / lamella UP STOP / lamella DOWN
“Telegr. STOP/lamella adj.” is repeated every	This parameter is used to determine the time between two telegrams is set. This parameter is visible in operations in which the object “Telegr. STOP/lamella adj.” is sent cyclically on the bus during a long operation.	0.3s, 0.4s , 0.5s, 0.6s, 0.8s, 1s, 1.2s, 1.5s, 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, 10s
Debounce time	This parameter is used to determine the debounce time. Debouncing prevents unwanted multiple operations of the button, e.g., due to bouncing of the contact.	10ms 20ms 30ms 50ms 70ms 100ms 150ms

2.2.3.3.2. Communication Objects

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
2	Button x	Disable	1.003	1-bit	X		X		
This object is visible for every button operated as an input. The function of the input circuitry can be disabled or enabled using the communication object “Disable”. A disabled input behaves as if there has been no change of the input signal. The input objects continue to be available. 0: Enable input 1: Disable input									
3	Button x	Telegr. shutter UP/DOWN	1.008	1-bit	X			X	
This object sends the UP or DOWN command to the bus, depending on the parameter settings. 0: UP 1: DOWN									
4	Button x	Telegr. STOP / lamella adj.	1.007	1-bit	X			X	
This object sends the STOP command or lamella adjustment to the bus, depending on the parameter settings. 0: STOP / lamella adjustment UP 1: STOP / lamella adjustment DOWN									
5	Button x	Upper limit position	1.002	1-bit	X		X		
This object indicates when the shutter has reached its upper limit position. It is applicable for 1-button operation functions. 0: No upper limit position 1: Upper end limit position									
6	Button x	Lower limit position	1.002	1-bit	X		X		
This object indicates when the shutter has reached its lower limit position. It is applicable for 1-button operation functions. 0: No lower limit position 1: Lower end limit position									

2. 2. 3. 4. Value/Forced Sensor

In this section, it is explained how to control an automation unit via the Universal Interface via a value/forced via buttons connected to digital buttons. Detailed information on the relevant parameter configurations is described in the table below.

General	
- Switch	
Rocker/Button Operation	
Push Button 1	
Push Button 2	
Push Button 3	
Push Button 4	
Push Button 5	
Push Button 6	
+ LED	
+ Logic	
Button name	
Button function	Value/Forced Sensor
Connected contact type	☒ normally open ☐ normally closed
Distinction between long and short operation	☒ No ☐ Yes
Reaction on operation	1-byte-value [0...255]
Transmitted value [0...255]	0
Transmit object value after bus voltage recovery	☒ No ☐ Yes
Debounce time	50ms



2. 2. 3. 4. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Button name	This parameter is used to type a button name. The name can consist of up to 40 characters.	40 bytes allowed
Button function	This parameter is used to determine the button x function. If no function is selected, the button x will not be used. For other choices, all functionalities are configured separately.	No Function Switch Sensor Switch/Dimming Sensor Shutter Sensor Value/Forced Sensor Control Scene Counter
Connected contact type	This parameter is used to specify the contact type that is connected to the button x.	normally open normally closed
Distinction between long and short operation	This parameter is used to set if the input differentiates between long and short operations. With the option “yes”, after opening/closing of the contact, it must, first of all, be ascertained if a long and short operation has occurred here. Only thereafter will a possible reaction be triggered.	No Yes
Reaction on operation	This parameter is visible if there is no distinction between short and long operation. It determines the data type that is sent when a contact is actuated.	no reaction 1-bit-value 2-bit-value (forced position) 1-byte-value [0...255] 2-byte-value [-32768...32767] 2-byte-value [0...65535] 4-byte-value (floating point) 4-byte-value [0...4294967295]
Transmitted value	This parameter defines the value which is sent on operation. The value range is dependent on the set data type.	Dependent on the selection made at Reaction on operation

PARAMETERS	DESCRIPTION	VALUES
Transmit object value after bus voltage recovery	This parameter is visible if there is no distinction between short and long operation. If “Yes” is set here, the device sends the object “Telegr. value” on the bus after bus voltage recovery (once the sending delay has elapsed).	No Yes
Reaction on short operation	This parameter is visible if there is a distinction between short and long operation. It determines the data type that is sent with a long or short operation.	no reaction 1-bit-value 2-bit-value (forced position) 1-byte-value [0...255] 2-byte-value [-32768...32767] 2-byte-value [0...65535] 4-byte-value (floating point) 4-byte-value [0...4294967295]
Transmitted value	This parameter defines the value which is sent on short operation. The value range is dependent on the set data type.	Dependent on the selection made at Reaction on short operation
Reaction on long operation	This parameter is visible if there is a distinction between short and long operation. It determines the data type that is sent with a long or short operation.	no reaction 1-bit-value 2-bit-value (forced position) 1-byte-value [0...255] 2-byte-value [-32768...32767] 2-byte-value [0...65535] 4-byte-value (floating point) 4-byte-value [0...4294967295]
Transmitted value	This parameter defines the value which is sent on long operation. The value range is dependent on the set data type.	Dependent on the selection made at Reaction on long operation

PARAMETERS	DESCRIPTION	VALUES
Long operation after: Base	It defines the time period, referred to as "T," which contributes to determining the threshold for a long operation. The duration after which an input action is recognized as a long operation is calculated by multiplying the selected base time with the factor parameter. $T = \text{Base} \times \text{Factor}$	100ms 1s 10s 1min 10min 1h
Factor [1...255]	This parameter specifies a multiplier that is used in conjunction with the "Long operation after: Base" parameter; By adjusting this factor, the user can effectively fine-tune the duration required for a long operation to be recognized, allowing for greater customization.	1...255
Debounce time	This parameter is used to determine the debounce time. Debouncing prevents unwanted multiple operations of the button, e.g., due to bouncing of the contact.	10ms 20ms 30ms 50ms 70ms 100ms 150ms

2. 2. 3. 4. 2. Communication Objects

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
2	Button x	Disable	1.003	1-bit	X		X		
This object is visible for every button operated as an input. The function of the input circuitry can be disabled or enabled using the communication object "Disable". A disabled input behaves as if there has been no change of the input signal. The input objects continue to be available. 0: Enable input 1: Disable input									
3	Button x	Telegr. value			X			X	
This object can take values in various data types, depending on the parameter settings.									
4	Button x	long - Telegr. value			X			X	
This object is visible when the "Distinction between long and short operation" parameter is set to "Yes." It can take values in various data types, depending on the parameter settings.									

2. 2. 3. 5. Control Scene

In this section, it is explained how to control the related automation unit via the Universal Interface by triggering a scenario via buttons connected to digital buttons. Detailed information on the relevant parameter configurations is described in the table below.

General	
Switch	
Rocker/Button Operation	
Push Button 1	
1-Scene	Button name
Push Button 2	Button function
Push Button 3	Connected contact type
Push Button 4	Control the scene via
Push Button 5	Reaction on short operation
Push Button 6	Store scene
+ LED	Debounce time
+ Logic	



Button name	
Button function	Control Scene
Connected contact type	☒ normally open ☐ normally closed
Control the scene via	☒ 5 separate objects ☐ 8-bit-scene
Reaction on short operation	☐ no reaction ☒ Recall scene
Store scene	no
Debounce time	50ms

2. 2. 3. 5. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Button name	This parameter is used to type a button name. The name can consist of up to 40 characters.	40 bytes allowed
Button function	This parameter is used to determine the button x function. If no function is selected, the button x will not be used. For other choices, all functionalities are configured separately.	No Function Switch Sensor Switch/Dimming Sensor Shutter Sensor Value/Forced Sensor Control Scene Counter
Connected contact type	This parameter is used to specify the contact type that is connected to the button x.	normally open normally closed
Control the scene via	It is possible to select whether the scene control is carried out or stored in the actuators via "5 separate objects" or an "8-bit-scene".	5 separate objects 8-bit-scene
No of scene	This parameter is visible if 8-bit-scene is selected. This parameter is used to configure the scene number to send to the KNX when a short press operation occurs.	Scene no. 1...64
Reaction on short operation	This parameter indicates whether a light scene is recalled after a short operation of the input or whether there is no reaction.	no reaction Recall scene

PARAMETERS	DESCRIPTION	VALUES
Store scene	This parameter is used to determine to store or not to store the related scene. On long operation: The scene will be stored after a long operation. With object value = 1: The scene will be stored on operation if the Store Scene object value is 1. on long operation (if object value = 1): The scene will be stored on long operation if the Store scene object is 1.	no on long operation with object value = 1 on long operation (if object value = 1)
Long operation after	This parameter is used to determine long operation detection after the button press operation. For making a long operation, the button should be pressed at least the configured value.	0.3s, 0.4s, 0.5s, 0.6s, 0.8s, 1s, 1.2s, 1.5s, 2s, 3s, 4s, 5s, 6s, 7s, 8s, 9s, 10s
Debounce time	This parameter is used to determine the debounce time. Debouncing prevents unwanted multiple operations of the button, e.g., due to bouncing of the contact.	10ms 20ms 30ms 50ms 70ms 100ms 150ms

Additional parameter window “1-scene” with control of the scene via “5 separate objects”:

General	Control of actuator group A via	☒ 1-bit-object ☐ 8-bit-object
— Switch	Preset value actuator group A	☒ ON ☐ OFF
Rocker/Button Operation	Control of actuator group B via	☒ 1-bit-object ☐ 8-bit-object
— Push Button 1	Preset value actuator group B	☒ ON ☐ OFF
1-Scene	Control of actuator group C via	☒ 1-bit-object ☐ 8-bit-object
Push Button 2	Preset value actuator group C	☒ ON ☐ OFF
Push Button 3	Control of actuator group D via	☒ 1-bit-object ☐ 8-bit-object
Push Button 4	Preset value actuator group D	☒ ON ☐ OFF
Push Button 5	Control of actuator group E via	☒ 1-bit-object ☐ 8-bit-object
Push Button 6	Preset value actuator group E	☒ ON ☐ OFF
+ LED		
+ Logic		

PARAMETERS	DESCRIPTION	VALUES
Control of actuator group A...E via	A value can be preset for each actuator group whether a “1-bit-object” or an “8-bit-object”. The type of communication object “Switch/Value Actuator group A to ... E” is set accordingly.	1-bit-object 8-bit-object
1-bit-object		
Preset value actuator group A...E	In this parameter, a value can be preset for every actuator group A...E. If a scene has been stored, after programming or bus voltage recovery and renewed recall of the scene, the current object values of the actuator groups A...E are overwritten with the values set here.	ON OFF
8-bit-object		
Preset value actuator group A...E [0...255]	In this parameter, a value can be preset for every actuator group A...E. If a scene has been stored, after programming or bus voltage recovery and renewed recall of the scene, the current object values of the actuator groups A...E are overwritten with the values set here.	0...255

2. 2. 3. 5. 2. Communication Objects

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
2	Button x	Disable	1.003	1-bit	X		X		
This object is visible for every button operated as an input. The function of the input circuitry can be disabled or enabled using the communication object "Disable". A disabled input behaves as if there has been no change of the input signal. The input objects continue to be available. 0: Enable input 1: Disable input									
3	Button x	Switch actuator group A	1.001	1-bit	X		X	X	X
This object is visible when the "Control the scene via" parameter is set to "5 separate objects" and the "Control of actuator group A via" parameter is set to "1-bit-object." It can take 0 or 1 values, depending on the parameter settings.									
3	Button x	Telegr. value actuator group A	5.010	1-byte	X		X	X	X
This object is visible when the "Control the scene via" parameter is set to "5 separate objects" and the "Control of actuator group A via" parameter is set to "8-bit-object." It can take 8-bit values, depending on the parameter settings.									
3	Button x	8-bit-scene	18.001	1-byte	X			X	
This object is visible when the "Control the scene via" parameter is set to "8-bit-scene." With this communication object, commands can be sent to recall or save scenes numbered from 1 to 64. When a scene save command is sent, the actuators store their current state as the specified scene number.									

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
4	Button x	Switch actuator group B	1.001	1-bit	X		X	X	X
This object is visible when the "Control the scene via" parameter is set to "5 separate objects" and the "Control of actuator group B via" parameter is set to "1-bit-object." It can take 0 or 1 values, depending on the parameter settings.									
4	Button x	Telegr. value actuator group B	5.010	1-byte	X		X	X	X
This object is visible when the "Control the scene via" parameter is set to "5 separate objects" and the "Control of actuator group B via" parameter is set to "8-bit-object." It can take 8-bit values, depending on the parameter settings.									
5	Button x	Switch actuator group C	1.001	1-bit	X		X	X	X
This object is visible when the "Control the scene via" parameter is set to "5 separate objects" and the "Control of actuator group C via" parameter is set to "1-bit-object." It can take 0 or 1 values, depending on the parameter settings.									
5	Button x	Telegr. value actuator group C	5.010	1-byte	X		X	X	X
This object is visible when the "Control the scene via" parameter is set to "5 separate objects" and the "Control of actuator group C via" parameter is set to "8-bit-object." It can take 8-bit values, depending on the parameter settings.									

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
6	Button x	Switch actuator group D	1.001	1-bit	X		X	X	X
This object is visible when the "Control the scene via" parameter is set to "5 separate objects" and the "Control of actuator group D via" parameter is set to "1-bit-object." It can take 0 or 1 values, depending on the parameter settings.									
6	Button x	Telegr. value actuator group D	5.010	1-byte	X		X	X	X
This object is visible when the "Control the scene via" parameter is set to "5 separate objects" and the "Control of actuator group D via" parameter is set to "8-bit-object." It can take 8-bit values, depending on the parameter settings.									
7	Button x	Switch actuator group E	1.001	1-bit	X		X	X	X
This object is visible when the "Control the scene via" parameter is set to "5 separate objects" and the "Control of actuator group E via" parameter is set to "1-bit-object." It can take 0 or 1 values, depending on the parameter settings.									
7	Button x	Telegr. value actuator group E	5.010	1-byte	X		X	X	X
This object is visible when the "Control the scene via" parameter is set to "5 separate objects" and the "Control of actuator group E via" parameter is set to "8-bit-object." It can take 8-bit values, depending on the parameter settings.									
8	Button x	Store scene	1.003	1-bit	X		X	X	
This object indicates whether scene storage is enabled or disabled. When this communication object is set to "1," scene storage is enabled, and when set to "0," scene storage is disabled.									

2. 2. 3. 6. Counter

In this section, it is explained how to count input pulses on the Universal Interface. Detailed information on the relevant parameter configurations is described in the table below.

General			
- Switch			
Rocker/Button Operation			
- Push Button 1			
1-Counter	Button name		
Push Button 2	Button function	Counter ▼	
Push Button 3	Pulse detection on	☒ closing contact ☐ opening contact	
Push Button 4	Data width of counter	32-bit [-2.147.483.648 ... 2.147.483.647] ▼	
Push Button 5	Counter starts at	0 ▲▼	
Push Button 6	Debounce time	50ms ▼	
+ LED	The debounce time must be shorter than the pulse period of the input signal		
+ Logic	<--- NOTE		
	Transmit counter values after bus voltage recovery	☒ No ☐ Yes	



2. 2. 3. 6. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Button name	This parameter is used to type a button name. The name can consist of up to 40 characters.	40 bytes allowed
Button function	This parameter is used to determine the button x function. If no function is selected, the button x will not be used. For other choices, all functionalities are configured separately.	No Function Switch Sensor Switch/Dimming Sensor Shutter Sensor Value/Forced Sensor Control Scene Counter
Pulse detection on	In this parameter, the type of input signal is determined. You can determine whether the contact is a normally closed contact (opens) or a normally opened contact (closes).	closing contact opening contact
Data width of counter	This parameter defines the data type of the counter, which determines the maximum and minimum values the counter can hold.	8-bit [0...255] 16-bit [-32768...32767] 16-bit [0...65535] 32-bit [-2.147.483.648...2.147.483.647]
Counter starts at	This parameter is used to set the initial value of the counter.	Values depends on Data width of counter selection.

PARAMETERS	DESCRIPTION	VALUES
Debounce time	This parameter is used to determine the debounce time. Debouncing prevents unwanted multiple operations of the button, e.g., due to bouncing of the contact.	10ms 20ms 30ms 50ms 70ms 100ms 150ms
The debounce time must be shorter than the pulse period of the input signal	NOTE	NOTE
Transmit counter values after bus voltage recovery	If set to "Yes", this parameter ensures that the device automatically sends its counter value (and the differential counter value, if enabled) to the bus after power is restored (bus voltage recovery).	No Yes

Additional parameter window “1-counter”:

General	Divider: number of input pulses for one counter step [1...65535]	1
Switch	Factor: One counter step changes counter value by [1...65535]	1
Rocker/Button Operation	Enable differential counter	☒ No ☐ Yes
Push Button 1		
1-Counter		
Push Button 2		
Push Button 3		
Push Button 4		
Push Button 5		
Push Button 6		
+ LED		
+ Logic		

PARAMETERS	DESCRIPTION	VALUES
Divider: number of input pulses for one counter step	This parameter defines how many input pulses (signals) the device must receive before the counter increases its value by one step. It effectively acts as a divider for the incoming pulses, allowing you to control the counting speed.	Values depends on Data width of counter selection.
Factor: One counter step changes counter value by	This parameter determines how much the counter's value increases with each single counter step. It acts as a multiplier.	Values depends on Data width of counter selection.
Enable differential counter	This parameter activates a secondary counter that tracks the change or difference in the main counter's value. When enabled, this differential counter becomes available.	No Yes
Over/underrun of differential counter at	This parameter is visible if the parameter "Enable differential counter" is equal to "Yes". This parameter allows you to set the maximum value the differential counter can reach. When the differential counter reaches this set limit, it will reset, and a notification (e.g., "Differential counter overflow") will typically be sent.	Values depends on Data width of counter selection.
The overrun value must be greater than the factor	NOTE	NOTE

2. 2. 3. 6. 2. Communication Objects

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
2	Button x	Disable	1.003	1-bit	X		X		
This object is visible for every button operated as an input. The function of the input circuitry can be disabled or enabled using the communication object "Disable". A disabled input behaves as if there has been no change of the input signal. The input objects continue to be available. 0: Enable input 1: Disable input									
3	Button x	Telegr. counter value			X		X	X	
This object stores the count of pulses received from the input. The size of the object varies depending on the parameter settings.									
4	Button x	Differential counter			X		X	X	
This object becomes visible when the "Enable differential counter" parameter is set to "Yes." It represents a dynamically managed counter that can be reset to its initial value using the "Reset differential counter" object. Additionally, a maximum value for the counter can be defined, and when the counter reaches or exceeds this value, it triggers the "Differential counter overflow" object. The size of this object varies based on the parameter settings.									
5	Button x	Request counter values	1.017	1-bit	X		X		
This object is used to request the counter values. Both the normal counter and the differential counter values can be requested using this communication object. When the device receives this object from the bus, it responds by sending the values of the normal counter and the differential counter to the bus.									

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
6	Button x	Differential counter overflow	1.017	1-bit	X			X	
This object is visible when the "Enable differential counter" parameter is set to "Yes." It is triggered when the differential counter overflows, sending the value "1" to the bus to indicate the overflow condition.									
7	Button x	Reset differential counter	1.015	1-bit	X		X		
This object is visible when the "Enable differential counter" parameter is set to "Yes." When the device receives the value "1" for this object from the bus, the differential counter is reset to its default value, which is "0."									

2. 3. Led

In this section, it is explained how to control the RGB LEDs associated with each button in the Modular Series. The LED behavior dynamically adapts depending on whether the device operates in Rocker or Push Button mode. The LEDs can also be configured for day and night modes, allowing brightness adjustment and visibility optimization for different ambient conditions. Detailed information on the relevant parameter configurations is described in the table below.

2. 3. 1. Brightness

This section defines the brightness settings of the status LEDs for day and night operation.

Users can specify ON and OFF brightness levels for both day and night modes, allowing optimal visibility and energy efficiency in different lighting conditions.

General	NIGHT LEDs MODE (Day/Night Brightness Levels)	
+ Switch	Night LEDs mode object	☒
- LED	DPT night LEDs mode object	☒ 0 = Day; 1 = Night [DPT_DayNight] ☐ 0 = Night; 1 = Day
Brightness	STATUS LEDs	
LED 1	Day	
LED 2	ON level	100% = Max
LED 3	OFF level	0% = Off
LED 4	Night	
LED 5	ON level	10%
LED 6	OFF level	0% = Off
+ Logic		

2. 3. 1. 2. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Night LEDs mode object	This parameter is used to determine whether the LEDs will operate in Day/Night brightness control mode. When enabled, brightness levels switch according to the mode.	Checked Unchecked
DPT night LEDs mode object	This parameter is used to determine the logical mapping of the Day/Night signal (DPT_DayNight). It defines which value corresponds to day or night mode.	0=Day; 1=Night [DPT_DayNight] 0=Night; 1=Day
Day – ON level	This parameter is used to determine the LED brightness level when the status is ON during the day mode.	100% = Max , 90%, 80%, 70%, 60%, 50%, 40%, 30%, 20%, 10%, 0% = Off
Day – OFF level	This parameter is used to determine the LED brightness level when the status is OFF during the day mode.	100% = Max, 90%, 80%, 70%, 60%, 50%, 40%, 30%, 20%, 10%, 0% = Off
Night – ON level	This parameter is used to determine the LED brightness level when the status is ON during the night mode.	100% = Max, 90%, 80%, 70%, 60%, 50%, 40%, 30%, 20%, 10% , 0% = Off
Night – OFF level	This parameter is used to determine the LED brightness level when the status is OFF during the night mode.	100% = Max, 90%, 80%, 70%, 60%, 50%, 40%, 30%, 20%, 10%, 0% = Off

2. 3. 1. 2. Communication Objects

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
48	Night LEDs Mode	0=Day, 1=Night	1.024	1-bit	X		X		
This communication object allows external control of the day/night LED brightness mode. When activated, the object switches between the brightness levels defined for Day and Night operation. • 0 = Day mode: LEDs operate according to the brightness values set under Day parameters. • 1 = Night mode: LEDs operate according to the brightness values set under Night parameters. This object ensures synchronized LED brightness behavior with other devices or systems that use day/night control logic.									

2. 3. 2. LED configuration

The available LED configuration options vary depending on the selected button function.

For Switching, Dimming, and similar functions, standard LED indications such as LED Status Off, LED Status On, Operation, Status, and Inverted Status Indication are available, as shown in Figure 1.

For movement-based functions, additional options like Status and Movement, Inverted Status and Movement, and Movement Indication are provided to show both the current state and motion direction, as shown in Figure 2.

This dynamic configuration ensures that the LED behavior accurately reflects the device's operational state, providing clear and functional visual feedback.

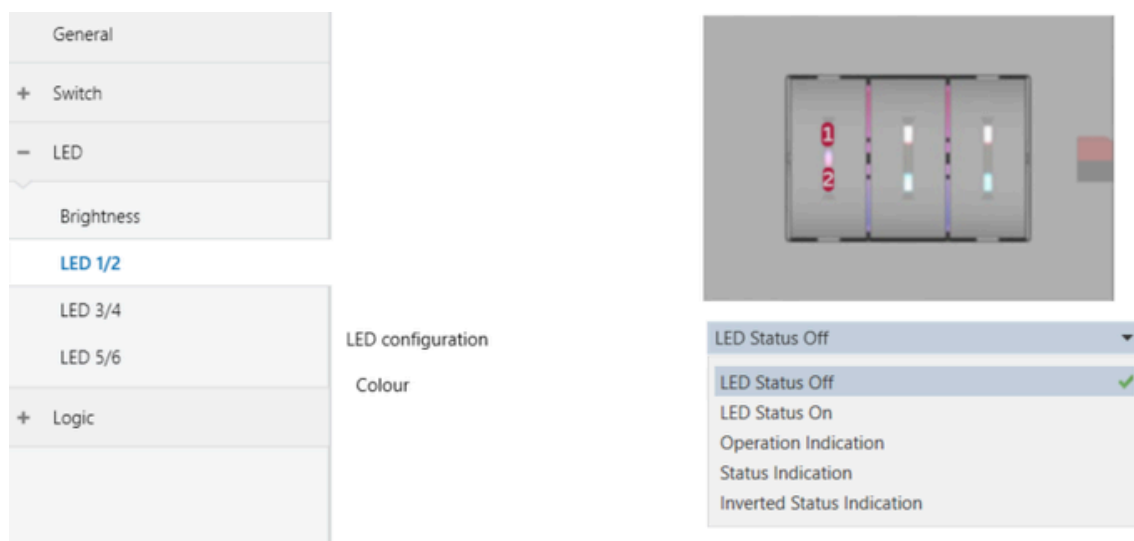


Figure 1

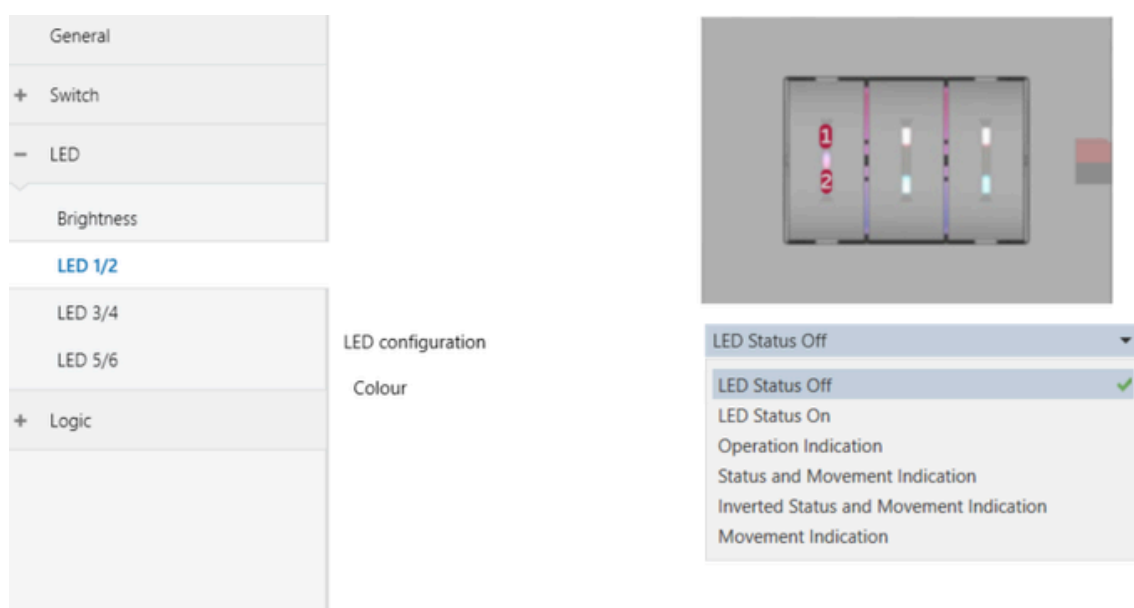


Figure 2

2. 3. 2. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Rocker function: No function, Switching , Dimmer Button function: No Function, Switch Sensor, Switch/Dimming Sensor, Value/Forced Sensor, Control Scene, Counter		
LED configuration	This parameter is used to determine the operating condition that controls the LED behavior. LED Status Off: The corresponding status LEDs are always off. LED Status On: The corresponding status LEDs are always on. Operation Indication: The LED turns on when the button is pressed and turns off after the defined release delay. Status Indication: In the status LEDs, the LED of the button pressed within the respective group will light up. Inverted Status Indication: In the status LEDs, the LED of the button pressed within the respective group will turn off.	LED Status Off LED Status On Operation Inducation Status Inducation Inverted Status Inducation
Rocker function: Shutter Button function: Shutter Sensor		
LED configuration	This parameter is used to determine the operating condition that controls the LED behavior. Status and Movement Indication: The LED shows both the current status and movement activity of the controlled element. Inverted Status and Movement Indication: The LED indicates movement and the inverse of the current status for visual differentiation. Movement Indication: The LED lights up during active movement and turns off when movement stops.	LED Status Off, LED Status On, Operation Inducation, Status and Movement Inducation, Inverted Status and Movement Inducation, Movement Inducation

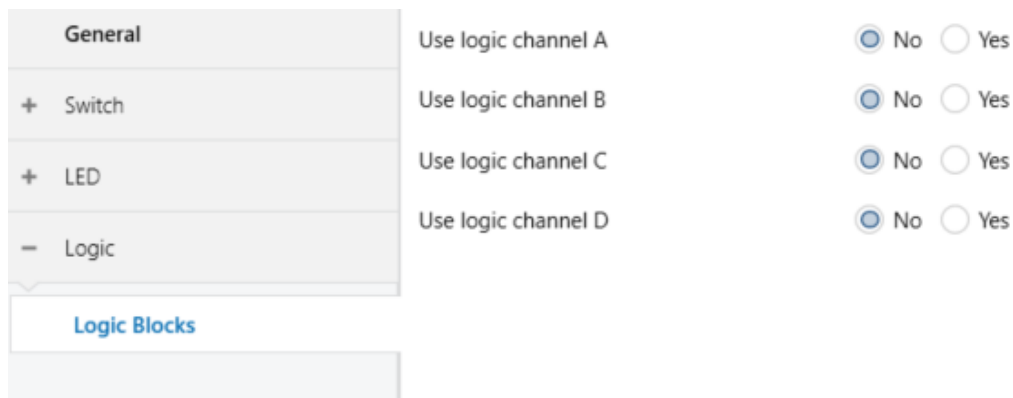
LED configuration: LED Status Off, LED Status On		
Colour	This parameter is used to determine the color of the LED that visually represents the current function status of the button.	None, Red, Green Yellow, Blue, Magenta, Cyan, White
LED configuration: Operation Inducation		
Release delay (s)	This parameter determines a release delay for controlling the button LED when the push button is released.	0, 1 , ...255
Colour for pressing	This parameter allows controlling the button LED when the push button is pressed.	None, Red, Green Yellow, Blue, Magenta, Cyan, White
Colour releasing	This parameter allows controlling button LED when the push button is released.	None, Red , Green Yellow, Blue, Magenta Cyan, White
LED configuration: Status Inducation, Inverted Status Inducation, Status and Movement Inducation, Inverted Status and Movement Inducation, Inverted Status and Movement Inducation		
Colour for "1"	LED colour is selected by this parameter when the status is "1".	None, Red, Green Yellow, Blue, Magenta, Cyan, White
Colour for "0"	LED colour is selected by this parameter when the status is "0".	None, Red , Green Yellow, Blue, Magenta Cyan, White

2. 4. Logic

This section describes the logical function modules of the Universal Interface. With the logical function blocks on the Universal Interface, a logical expression can be created with the data coming through the local digital channels and various “TRUE” or “FALSE” results can be obtained. Actions can be taken and scenarios can be triggered.

2. 4. 1. Logic Channels Configuration

This section allows you to enable and configure the logic channels (A, B, C, and D) of the Universal Interface. Each logic channel can be activated individually, unlocking advanced configuration options tailored to specific application needs.



Channel	Use logic channel
A	☒ No ☐ Yes
B	☒ No ☐ Yes
C	☒ No ☐ Yes
D	☒ No ☐ Yes

2. 4. 1. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Use logic channel A...D	These parameters are used to enable or disable the respective logic channel (A, B, C and D) of Universal Interface. No: Disables the selected logic channel. The channel will remain inactive, and its associated configuration options will not be accessible. Yes: Enables the selected logic channel. Once enabled, the channel's specific functions and behaviors can be configured.	No Yes

2. 4. 2. Logic A...D

This section allows for the detailed configuration of the selected logic channel. It is used to define settings such as which inputs are enabled and which logic operation is selected. Please note that channels configured as "Control LED" cannot be used as inputs in the Logic section.

General	Function	Switch (ON/OFF) ▼
+ Switch	Send condition	☒ When result changes ☐ When input changes
+ LED	Initial result status	False ▼
- Logic	Logic operation	And ▼
Logic Blocks	Enable push button 1	☒ Disable ☐ Enable
Logic A	Enable push button 2	☒ Disable ☐ Enable
Logic B	Enable push button 3	☒ Disable ☐ Enable
Logic C	Enable push button 4	☒ Disable ☐ Enable
Logic D	Enable push button 5	☒ Disable ☐ Enable
	Enable push button 6	☒ Disable ☐ Enable

2.3.2.1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Function	This parameter defines the specific type of action that this logic channel will perform. The selected function determines how the logic output (e.g., its Communication Object) will behave when the logic conditions are met.	Switch (ON/OFF) Scene Value
Scene		
Scene number	This parameter defines which scene number will be sent by the device.	Scene no. 1...64
Value		
Value type	This parameter defines the type of value to be sent	Percentage Temperature Luminosity Angle
Send condition	This parameter determines when the logic channel will send its output to the bus.	When result changes When input changes
Initial result status	This parameter defines the starting state of the logic channel's output when the device powers on or after a reset.	False True None
Logic operation	This parameter defines how the multiple enabled inputs of this logic channel are combined to produce a single output result. It determines the logical relationship between the inputs.	And Or Xor
Enable push button input 1...8	These parameters allow you to individually activate or deactivate the specific inputs (from 1 to 8) for this logic channel. Only inputs that are enabled will be considered in the logic operation.	Disable Enable
Contact push button status	This parameter defines how the physical state of the connected input is interpreted as a logical "TRUE" or "FALSE" value for the logic operation.	Pressed TRUE else FALSE Pressed FALSE else TRUE

2.3.2.2. Communication Objects

No	Name		Data Type	Length	Flags				
					C	R	W	T	U
58	Logic x	On / Off	1.001	1-bit	X	X		X	X
This object is visible when the "Function" parameter of the logic channel is set to "Switch (ON/OFF)".									
58	Logic x	Scene	17.001	1-byte	X	X		X	X
This object is visible when the "Function" parameter of the logic channel is set to "Scene".									
58	Logic x	Percentage	5.001	1-byte	X	X		X	X
This object is visible when the "Function" parameter of the logic channel is set to "Value" and the "Value Type" parameter is set to "Percentage".									
58	Logic x	Temperature	9.001	2-bytes	X	X		X	X
This object is visible when the "Function" parameter of the logic channel is set to "Value" and the "Value Type" parameter is set to "Temperature".									
58	Logic x	Luminosity	9.004	2-bytes	X	X		X	X
This object is visible when the "Function" parameter of the logic channel is set to "Value" and the "Value Type" parameter is set to "Luminosity".									
58	Logic x	Angle	5.003	1-byte	X	X		X	X
This object is visible when the "Function" parameter of the logic channel is set to "Value" and the "Value Type" parameter is set to "Angle".									

3. ETS Objects List

In this section, all communication objects used in the Universal Interface are presented in a table format. The table includes details such as the object name, data type, length, and flags, providing a clear overview of the available objects and their characteristics.

No	Name	Function		Data Type	Length	Flags				
						C	R	W	T	U
1	General		Telegr. operation	1.002	1-bit	X			X	
2	Button x	Switch Sensor Switch/Dimming Sensor Shutter Sensor Value/Forced Sensor Control Scene Counter	Disable	1.003	1-bit	X		X		
	Rocker x	Switching Dimming Shutter	Disable	1.003	1-bit	x		x		
3	Button x	Switch Sensor	Telegr. switch	1.001	1-bit	X		X	X	
		Switch/Dimming Sensor	Telegr. switch	1.001	1-bit	X		X	X	
		Shutter Sensor	Telegr. shutter UP/DOWN	1.008	1-bit	X			X	
		Value/Forced Sensor	Telegr. value (0,1)	1.001	1-bit	X			X	
			Telegr. value (forced)	2.001	2-bit	X			X	
			Telegr. value [0...255]	5.001	1-byte	X			X	
			Telegr. value [-32768...32767]	8.001	2-bytes	X			X	
			Telegr. value [0...65535]	7.001	2-bytes	X			X	
			Telegr. value (temperature)	14.068	4-bytes	X			X	
			Telegr. value [0...4294967295]	12.001	4-bytes	X			X	

No	Name	Function		Data Type	Length	Flags				
						C	R	W	T	U
3	Button x	Control Scene	Switch actuator group A	1.001	1-bit	X		X	X	X
			Telegr. value actuator group A	5.010	1-byte	X		X	X	X
			8-bit-scene	18.001	1-byte	X			X	
		Counter	Telegr. counter value 1 byte	5.010	1-byte	X		X	X	
			Telegr. counter value 2 bytes	8.001	2-bytes	X		X	X	
			Telegr. counter value 2 bytes	7.001	2-bytes	X		X	X	
			Telegr. counter value 4 bytes	13.001	4-bytes	X		X	X	
	Rocker x	Switching	Telegr. switch	1.001	1-bit	x		x	x	
		Dimming	Telegr. switch	1.001	1-bit	x		x	x	
			Telegr. shutter UP/DOWN	1.008	1-bit	x		x	x	
		Shutter	Telegr. shutter UP/DOWN	1.008	1-bit	x		x	x	
4	Button x	Switch Sensor	long - Telegr. switch	1.001	1-bit	X		X	X	
		Switch/Dimming Sensor	Telegr. dimming	3.007	4-bit	X			X	
		Shutter Sensor	Telegr. STOP / lamella adj.	1.007	1-bit	X			X	
		Value/Forced Sensor	long - Telegr. value (0,1)	1.001	1-bit	X			X	
			long - Telegr. value (forced)	2.001	2-bit	X			X	
			long - Telegr. value [0...255]	5.001	1-byte	X			X	
			long - Telegr. value [-32768...32767]	8.001	2-bytes	X			X	
			long - Telegr. value [0...65535]	7.001	2-bytes	X			X	
			long - Telegr. value (temperature)	14.068	4-bytes	X			X	
			long - Telegr. value [0...4294967295]	12.001	4-bytes	X			X	
		Control Scene	Switch actuator group B	1.001	1-bit	X		X	X	X
			Telegr. value actuator group B	5.010	1-byte	X		X	X	X

No	Name	Function		Data Type	Length	Flags				
						C	R	W	T	U
4	Button x	Counter	Differential counter 1 byte	5.010	1-byte	X		X	X	
			Differential counter 2 bytes	7.001	2-bytes	X		X	X	
			Differential counter 4 bytes	12.001	4-bytes	X		X	X	
		Control LED	LED, flashing	1.001	1-bit	X		X		
	Rocker x	Dimming	Telegr. dimming	3.007	4-bit	x			x	
		Shutter	Telegr. STOP / lamella adj.	1.007	1-bit	x		x	x	
5	Button x	Shutter Sensor	Upper limit position	1.002	1-bit	X		X		
		Control Scene	Switch actuator group C	1.001	1-bit	X		X	X	X
			Telegr. value actuator group C	5.010	1-byte	X		X	X	X
		Counter	Request counter values	1.017	1-bit	X		X		
		Control LED	LED permanent ON	1.001	1-bit	X			X	
	Rocker x	Shutter	Upper limit position	1.002	1-bit	x		x		
6	Button x	Shutter Sensor	Lower limit position	1.002	1-bit	X		X		
		Control Scene	Switch actuator group D	1.001	1-bit	X		X	X	X
			Telegr. value actuator group D	5.010	1-byte	X		X	X	X
		Counter	Differential counter overflow	1.017	1-bit	X			X	
		Control LED	Telegr. status/ackn.	1.001	1-bit	X			X	
	Rocker x	Shutter	Lower limit position	1.002	1-bit	x			x	
7	Button x	Control Scene	Switch actuator group E	1.001	1-bit	X		X	X	X
			Telegr. value actuator group E	5.010	1-byte	X		X	X	X
		Counter	Reset differential counter	1.015	1-bit	X		X		
8	Button x	Control Scene	Store scene	1.003	1-bit	X		X	X	

No	Name	Function		Data Type	Length	Flags				
						C	R	W	T	U
44	Logic A		On / Off	1.001	1-bit	X	X		X	X
			Scene	17.001	1-byte	X	X		X	X
			Percentage	5.001	1-byte	X	X		X	X
			Temperature	9.001	2-bytes	X	X		X	X
			Luminosity	9.004	2-bytes	X	X		X	X
			Angle	5.003	1-byte	X	X		X	X
45	Logic B		On / Off	1.001	1-bit	X	X		X	X
			Scene	17.001	1-byte	X	X		X	X
			Percentage	5.001	1-byte	X	X		X	X
			Temperature	9.001	2-bytes	X	X		X	X
			Luminosity	9.004	2-bytes	X	X		X	X
			Angle	5.003	1-byte	X	X		X	X
46	Logic C		On / Off	1.001	1-bit	X	X		X	X
			Scene	17.001	1-byte	X	X		X	X
			Percentage	5.001	1-byte	X	X		X	X
			Temperature	9.001	2-bytes	X	X		X	X
			Luminosity	9.004	2-bytes	X	X		X	X
			Angle	5.003	1-byte	X	X		X	X
47	Logic D		On / Off	1.001	1-bit	X	X		X	X
			Scene	17.001	1-byte	X	X		X	X
			Percentage	5.001	1-byte	X	X		X	X
			Temperature	9.001	2-bytes	X	X		X	X
			Luminosity	9.004	2-bytes	X	X		X	X
			Angle	5.003	1-byte	X	X		X	X

No	Name	Function		Data Type	Length	Flags				
						C	R	W	T	U
48	Night LEDs Mode		0=Night, 1=Day	1.006	1-bit	X		x		
			0=Day, 1=Night	1.024	1-bit	X		x		

2. 3. 2. 2. LED Status On/Off

In this section, it is explained how to configure the LED indication when a button or assigned function is active. When LED Status On is selected, the LED lights up to visually indicate that the corresponding channel or function is currently enabled. Detailed information on the relevant parameter configurations is described in the table below.

General
+ Switch
- LED
Brightness
LED 1/2
LED 3/4
LED 5/6
+ Logic

LED configuration
Colour



LED Status On
Green

General
+ Switch
- LED
Brightness
LED 1
LED 2
LED 3
LED 4
LED 5
LED 6
+ Logic

LED configuration
Colour



LED Status On
Green

2. 3. 2. 2. 1. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Colour	This parameter is used to determine the color of the LED that visually represents the current function status of the button.	None Red Green Yellow Blue Magenta Cyan White

2. 3. 2. 3. Operation Inducation

In this section, it is explained how to configure the LED behavior during button operation. The LED lights up when the button is pressed and stays on for the duration defined in the Release delay parameter, then turns off automatically. Detailed information on the relevant parameter configurations is described in the table below.

General	
+ Switch	
- LED	
Brightness	
LED 1/2	
LED 3/4	
LED 5/6	
+ Logic	

LED configuration	
Release delay (s)	1
Colour for pressing	Green
Colour for releasing	Red



General	
+ Switch	
- LED	
Brightness	
LED 1	
LED 2	
LED 3	
LED 4	
LED 5	
LED 6	
+ Logic	

LED configuration	
Release delay (s)	1
Colour for pressing	Green
Colour for releasing	Red



2. 3. 1. 2. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Release delay (s)	This parameter is used to determine how long the LED remains on after the button is released during operation indication.	0, 1 , ...255
Colour for pressing	This parameter is used to determine the LED color displayed while the button is being pressed.	None Red Green Yellow Blue Magenta Cyan White
Colour releasing	This parameter is used to determine the LED color displayed after the button is released.	None Red Green Yellow Blue Magenta Cyan White

2. 3. 3. Status Inducation

In this section, it is explained how to configure the LED behavior according to the status of the associated communication object. When this mode is selected, the LED lights up with the color assigned for logical “1” and switches to the color assigned for logical “0,” providing a clear visual indication of the device or channel status. Detailed information on the relevant parameter configurations is described in the table below.

General
+ Switch
- LED
Brightness
LED 1/2
LED 3/4
LED 5/6
+ Logic

LED configuration

Colour for "1"

Colour for "0"



Status Indication
Green
Red

General
+ Switch
- LED
Brightness
LED 1
LED 2
LED 3
LED 4
LED 5
LED 6
+ Logic

LED configuration

Colour for "1"

Colour for "0"



Status Indication
Green
Red

2. 4. 1. 2. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Colour for “1”	This parameter is used to determine the LED color displayed when the communication object sends a logical “1” signal, indicating the active status.	None Red Green Yellow Blue Magenta Cyan White
Colour for “0”	This parameter is used to determine the LED color displayed when the communication object sends a logical “0” signal, indicating the inactive status.	None Red Green Yellow Blue Magenta Cyan White

2. 4. 3. Inverted Status Indication

In this section, it is explained how to configure the LED behavior as the inverse of the normal status indication. When this mode is selected, the LED lights up with the color assigned for logical “0” and switches to the color assigned for logical “1,” providing a reversed visual representation of the device or channel status. Detailed information on the relevant parameter configurations is described in the table below.

General + Switch - LED Brightness LED 1/2 LED 3/4 LED 5/6 + Logic	LED configuration Colour for "1" Colour for "0"	 Inverted Status Indication Green Red
---	--	---

General + Switch - LED Brightness LED 1 LED 2 LED 3 LED 4 LED 5 LED 6 + Logic	LED configuration Colour for "1" Colour for "0"	 Inverted Status Indication Green Red
--	--	---

2. 4. 1. 2. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Colour for “1”	This parameter is used to determine the LED color displayed when the communication object sends a logical “1” signal, indicating the active status.	None Red Green Yellow Blue Magenta Cyan White
Colour for “0”	This parameter is used to determine the LED color displayed when the communication object sends a logical “0” signal, indicating the inactive status.	None Red Green Yellow Blue Magenta Cyan White

2. 4. 3. Status and Movement Induction

In this section, it is explained how to configure the LED behavior for Status and Movement Indication mode. When this mode is selected, the LED initially indicates logical “0.” Once the related function is activated, the LED starts toggling between the colors assigned to logical “1” and logical “0,” providing a visual indication that the movement or operation is in progress. When the button is pressed again and the function is stopped, the LED returns to the logical “0” state. Detailed information on the relevant parameter configurations is described in the table below.

General

+ Switch

- LED

Brightness

LED 1/2

LED 3/4

LED 5/6

+ Logic

LED configuration

Colour for “1”

Colour for “0”



Status and Movement Indication

Green

Red

General

+ Switch

- LED

Brightness

LED 1

LED 2

LED 3

LED 4

LED 5

LED 6

+ Logic

LED configuration

Colour for “1”

Colour for “0”



Status and Movement Indication

Green

Red

2. 4. 1. 2. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Colour for “1”	This parameter is used to determine the LED color displayed when the communication object sends a logical “1” signal, indicating the active status.	None Red Green Yellow Blue Magenta Cyan White
Colour for “0”	This parameter is used to determine the LED color displayed when the communication object sends a logical “0” signal, indicating the inactive status.	None Red Green Yellow Blue Magenta Cyan White

2. 4. 4. Inverted Status and Movement Inducation

General
+ Switch
- LED
Brightness
LED 1/2
LED 3/4
LED 5/6
+ Logic

LED configuration

Colour for "1"

Colour for "0"



Inverted Status and Movement Indication ▼

Green ▼

Red ▼

General
+ Switch
- LED
Brightness
LED 1
LED 2
LED 3
LED 4
LED 5
LED 6
+ Logic

LED configuration

Colour for "1"

Colour for "0"



Inverted Status and Movement Indication ▼

Green ▼

Red ▼

2. 4. 1. 2. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Colour for “1”	This parameter is used to determine the LED color displayed when the communication object sends a logical “1” signal, indicating the active status.	None Red Green Yellow Blue Magenta Cyan White
Colour for “0”	This parameter is used to determine the LED color displayed when the communication object sends a logical “0” signal, indicating the inactive status.	None Red Green Yellow Blue Magenta Cyan White

2. 4. 5. Movement Induction

General
+ Switch
- LED
Brightness
LED 1/2
LED 3/4
LED 5/6
+ Logic

LED configuration

Colour for "1"

Colour for "0"



Movement Indication	▼
Green	▼
Red	▼

General
+ Switch
- LED
Brightness
LED 1
LED 2
LED 3
LED 4
LED 5
LED 6
+ Logic

LED configuration

Colour for "1"

Colour for "0"



Inverted Status and Movement Indication	▼
Green	▼
Red	▼

2. 4. 1. 2. Parameters List

PARAMETERS	DESCRIPTION	VALUES
Colour for “1”	This parameter is used to determine the LED color displayed when the communication object sends a logical “1” signal, indicating the active status.	None Red Green Yellow Blue Magenta Cyan White
Colour for “0”	This parameter is used to determine the LED color displayed when the communication object sends a logical “0” signal, indicating the inactive status.	None Red Green Yellow Blue Magenta Cyan White