

# Technical Manual



MDT

## Glass Central Operation Unit

SCN-LCDGW.01

SCN-LCDGS.01

## 1 Content

1 Content.....	2
2 Overview.....	6
2.1 Overview Devices .....	6
2.2 Usage & Areas of Application.....	6
2.3 Exemplary circuit diagram.....	7
2.4 Design & Usage.....	7
2.5 Functions .....	8
2.7. Starting up .....	9
3 Communication objects.....	10
3.1 Summary and Usage.....	10
3.1.1 LCD-Display.....	10
3.1.2 Room temperature controller .....	12
3.1.3 Ventilation Control .....	17
3.1.4 Key functions.....	22
3.1.5 Time switch.....	25
3.1.6 Logic settings .....	27
3.2 Default settings of the communication objects .....	28
3.2.1 LCD-Display.....	28
3.2.2 Room Temperature Controller .....	28
3.2.3 Ventilation Control .....	30
3.2.4 Key functions .....	31
3.2.5 Time switch.....	32
3.2.6 Logic functions.....	33
4 General settings.....	34
5 Settings LCD-Display .....	35
5.1 General .....	35
5.2 LCD-Alarm messages .....	38
5.3 Display and Operation.....	39
5.3.1 Display in Standby-Mode.....	39
5.3.2 Display of the functional blocks .....	39
5.3.3 Presentation of text messages .....	40

6 Room Temperature Controller .....	41
6.1 Temperature Measurement.....	41
6.2 Alarm/Messages.....	43
6.3 Controller general.....	45
6.3.1 Controller type .....	45
6.3.2 Operating modes & Setpoints .....	46
6.3.2.1 Operating mode - Comfort.....	47
6.3.2.2 Operating mode - Night.....	47
6.3.2.3 Operating mode - Standby .....	47
6.3.2.4 Operating mode - Frost/Heat protection .....	47
6.3.2.5 Priority of the operating modes .....	48
6.3.2.6 Operating mode switchover.....	48
6.3.2.7 Operating mode after reset.....	51
6.3.3 Setpoint offset.....	52
6.3.4 Disable objects .....	54
6.3.5 Heating/Cooling request objects.....	55
6.3.6 Guiding .....	56
6.3.7 Dead zone.....	58
6.3.8 Flow temperature limit .....	60
6.4 Controller setting.....	61
6.4.1 Control value .....	61
6.4.2 PI control continuous .....	62
6.4.2.1 Max value of control value.....	63
6.4.2.2 Heating/ cooling system.....	63
6.4.2.3 Proportional range .....	63
6.4.2.4 Reset time.....	64
6.4.2.5 Send control value cyclic .....	64
6.4.3 PI control switching (PWM).....	65
6.4.3.1 PWM cycletime.....	66
6.4.4 Two-step control (switching).....	67
6.4.4.1 Hysteresis .....	68
6.4.5 Direction of controller .....	69
6.4.6 Additional level.....	69
6.4.7 Additional settings for heating and cooling .....	72
6.4.7.1 - 2 Pipe system .....	72
6.4.7.2 4 Pipe-System .....	73
6.4.7.3 Switchover heating and cooling .....	75

7 Ventilation control.....	76
7.1 Step switch bit coded .....	76
7.1.1 Day/Night switchover .....	77
7.1.2 Type of thresholds: Control value & Delta T .....	78
7.1.3 Type of thresholds: Manual control only .....	80
7.1.4 Behavior at lock .....	80
7.1.5 Behavior at Init .....	81
7.1.6 Sticking protection.....	81
7.1.7 Priority .....	81
7.1.8 Status.....	82
7.2 Step Switch – binary coded .....	82
7.3 Step switch simply .....	83
7.4 Step switch as Byte.....	83
7.5 External Control (Slave).....	84
8 Key functions .....	85
8.1 Buttons grouped.....	85
8.1.1 Dimming .....	86
8.1.2 Shutter.....	88
8.1.3 Switch .....	89
8.2 Buttons separately .....	90
8.2.1 Switch .....	90
8.2.1.1 Switch on key press .....	90
8.2.1.2 Toggle on key press .....	91
8.2.1.3 Send value on key press .....	91
8.2.2 Scene .....	92
8.2.3 Switch short/long .....	94
8.2.4 Toggle Heating/Cooling .....	97

9 Time Switch .....	98
9.1 Time settings .....	98
9.2 General time-switch settings.....	100
9.2.1 Call functions of time switch via direct menu .....	104
9.3 Function settings – Time Switch.....	105
9.3.1 Key functions .....	106
Key function: Send value .....	106
Key function: Dimming .....	111
Key function: Shutter.....	112
Key function: Scene .....	113
9.3.2 Assignment of cycle times .....	114
9.4 Controlling the timer on the device .....	116
10 Logic functions.....	118
10.1 Behavior after rest.....	118
10.2 Settings Logic A-H.....	119
10.3 Logic Inputs.....	121
11 Index .....	122
11.1 List of figures .....	122
11.2 List of tables.....	124
12 Attachment.....	127
12.1 Statutory requirements.....	127
12.2 Routine disposal .....	127
12.3 Assemblage.....	127
12.4 Datasheet .....	127

## 2 Overview

### 2.1 Overview Devices

The manual refers to the following glass room temperature controller (order number printed in bold letters):

- **SCN-LCDGW.01** Glass Operation Unit, white
  - Controller type: Two-position, PI, PWM
  - configurable LCD display with automatic brightness adjustment and adjustable alarm messages
  - ventilation control controllable by bit, byte or binary coded
  - 2 keys configurable
  - can be set as system clock master
  - Time Switch with 20 channels, 6 cycle times each channel
  - 8 logical blocks with 4 inputs
- **SCN- LCDGW S.01** Glass Operation Unit, black
  - same function as before

### 2.2 Usage & Areas of Application

The glass operation unit combines the control of multiple disciplines in a single device. With the glass control center Timer, ventilation functions, direct functions and room temperature control can be realized. The device can be controlled via 4 buttons below the LCD display and allows control of the most important functions even without ETS. In addition, the control panel can be used as a system clock master.

Two of the four buttons are available to user's free parameterization; the other two buttons are used to operate the display. In addition, the screen can show up to 4 alarms that can be triggered via 1-bit objects, as well as a 14-byte text message.

Up to 20 functions can be connected with up to 6 cycle time in the time switch. All functions, set in the timer, can be named individually and can be selected directly from the control panel.

Furthermore the timer switch has an astro and a random function.

Also a complete controlling of the room temperature can be realized by the integrated room temperature controller. The heating as well as the air-conditioning can be controlled.

By using the ventilation control, fan coils and other ventilation devices can be controlled. The ventilation control can work with a control value as well with temperature difference between setpoint and current value. Also a manual control is possible.

## 2.3 Exemplary circuit diagram

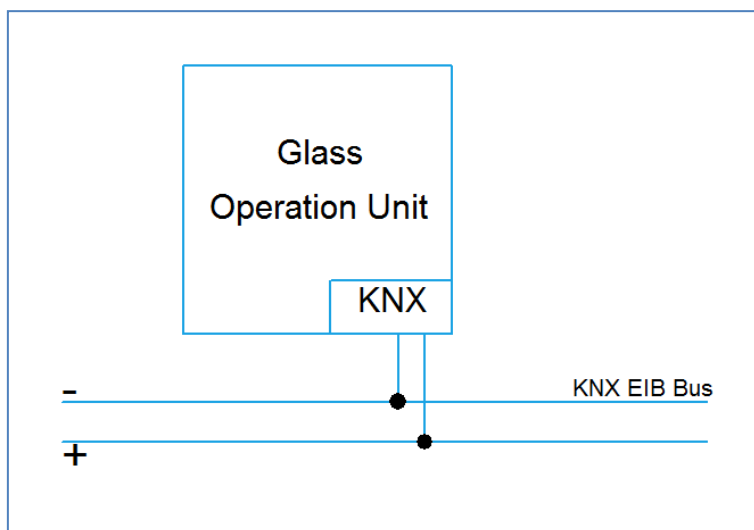


Figure 1: Exemplary circuit diagram

## 2.4 Design & Usage

The following figure provides an overview of the structure and controls:



Figure 2: Design & Usage

- 1 = Programming button (lateral notch in the housing below the glass)
- 2 = Button for switching between the functional blocks
- 3 = Button for specific functions of the function block shown
- 4 & 5 = Buttons for switching in each functional block

## 2.5 Functions

The functions of the glass operation unit are divided into the areas of Time settings, LCD display, temperature control, ventilation control, time switch and configuration of the keys. In each area, the following settings can be made:

- **Time settings**  
In this menu, the time switch can be set as master or as slave and the sending condition of the time can be set. Furthermore, the location data for the astro function can be made here. Moreover, a time clock can be set which allows cyclic switching functions.
- **LCD Display**  
The presentation and the brightness of the display can be set here. Furthermore the language of the Display and an inverting of the colors can be set here.
- **Temperature Controller**  
The temperature controller is again divided into the following sub-menus:
  - **Temperature measurement**  
In this menu, settings for temperature measurements, such as min / max values and sensor configurations can be parameterized.
  - **Alarm/Messages**  
Alarms / messages, which show falling below or exceeding certain temperatures, can be set here. Also messages, which are shown at the display, can be set here.
  - **Controller general**  
The desired function (Heating and/or Cooling) are set in this menu. Furthermore the setpoints and operating modes can be set here.
  - **Controller settings**  
If one type of controller is set, the behavior of the manipulated variable can be set here. The setting options depend on the used controller.
- **Ventilation Control**  
The ventilation control allows the control of fans and can be controlled as well manually as by the current value of the output value or by the difference between setpoint and current value.
- **Key function of button C/D**  
The key function can be set as well grouped as separately. As well switching function as shutter and dimming functions can be used.
- **Functions of time switch**  
Up to 20 functions can be activated and parameterized further. Furthermore, for each function up to 6 cycle times can be adjusted.
- **Logic settings**  
8 logic functions using XOR, AND, OR can be activated and send 1-bit values, 1-byte values or calling scenes.



## 2.6. Settings at the ETS-Software

Selection at the product database:

Manufacturer: MDT Technologies

Product family:

Product type: Any

Medium Type: Twisted Pair (TP)

Product name: SCN-LCDGW.01

Order number: SCN-LCDGW.01

## 2.7. Starting up

After wiring the allocation of the physical address and the parameterization of every channel follow:

- (1) Connect the interface with the bus, e.g. MDT USB interface
- (2) set bus power up
- (3) Press the programming button at the device (red programming LED lights)
- (4) Loading of the physical address out of the ETS-Software by using the interface (red LED goes out, as well this process was completed successful)
- (5) Loading of the application, with requested parameterization
- (6) If the device is enabled you can test the requested functions (also possible by using the ETS-Software)

## 3 Communication objects

### 3.1 Summary and Usage

#### 3.1.1 LCD-Display

Nr.	Name	Object function	Data type	Direction	Info	Usage	Tip
<b>Objects for LCD-Display:</b>							
27	Day/Night	Switching	DPT 1.001	receive	Display responds to input telegram	Control buttons, Visu, external status, Time Switch	Communication object is permanently displayed and used for switching the backlight of the display
54	Time	Receive status	DPT 10.001	receive	Display responds to input telegram	Time Switch, Group monitor(once), Visu	Communication object is permanently displayed and used to show the right time of day. Value should be sent regularly to achieve sufficient accuracy.
55	Date	Send/Receive state	DPT 11.001	receicve/ send	Master = Time switch sends date; Slave = Time switch receives date	Time switch, group monitor (once), Visu	Communication object is always shown and sends/receive the date

## Technical Manual Glass Operation Unit SCN-LCDGx.01

56	Date and Time	Send/Receive state	DPT 19.001	receicve/ send	Master = Time switch sends time and date; Slave = Time switch receives time and date	Time switch, group monitor (once), Visu	Communication object is always shown and sends/receive the time and date
57-60	Message 1-4	Alarm input fort text message	DPT 1.001	receive	Display responds to input telegram	Status objects, Alarm objects...	Communication object will appear if alarms are activated in the Alarms menu. By receiving a 1, the set message is shown on the display
61	Message 14 Byte	Variable text message	DPT 16.000	receive	Display responds to input telegram	Visu, Control unit, Tableau	Communication object is displayed as soon as this alarms / messages is enabled in the menu; can display arbitrary string.

Table 1: Overview objects - LCD Display

### 3.1.2 Room temperature controller

Nr.	Name	Object function	Data type	Direction	Info	Usage	Tip
<b>Objects for room temperature controller:</b>							
0	Actual temperature value	Transmit temperature value	DPT 9.001	send	Controller sends current temperature	Visu, Display, Diagnostic,...	Communication object is shown permanent and sends according to the setting its current value or can only be read via the bus
1	max. temperature	Exceeded value	DPT 1.001	send	Controller sends state	Visu, Display, Diagnostic,...	Communication object is shown when messages are active
2	min. temperature	Below the value	DPT 1.001	send	Controller sends state	Visu, Display, Diagnostic,...	Communication object is shown when messages are active
3	Frost alarm	Send alarm	DPT 1.001	send	Controller sends state	Visu, Display, Diagnostic, Additional stage,...	Communication object is shown when alarms are active

## Technical Manual Glass Operation Unit SCN-LCDGx.01

4	Heat alarm	Send alarm	DPT 1.001	send	Controller sends state	Visu, Display, Diagnostic, Additional stage,...	Communication object is shown when alarms are active
5	External sensor	Read external sensor	DPT 9.001	receive	Controller receives external temperature	Input for external temperature	Communication object is shown when sensor is set to at least 10% external sensor
6	Setpoint comfort	Set setpoint	DPT 9.001	receive	Controller receives new absolute setpoint	Visu, Operating keys, Control unit	Object is permanent shown when the controller is active. A new setpoint can be set via this object.
7	Manual setpoint value offset	Reduction/Increase	DPT 9.002	receive	Controller receives new setpoint offset	Visu, Display, Operating keys, Control unit	Object is shown when the setpoint offset via 2 Byte object is active. The setpoint is shifted according to the current setpoint.
8	Control value heating	Send control value	DPT 1.001/ DPT 5.001	send	Controller sends manipulated value	Heating actuator, actuators	Object is shown when the controller is set to heating. The DPT depends to the controller type (two-level & PWM – DPT1.001, PI-DPT5.001).

## Technical Manual Glass Operation Unit SCN-LCDGx.01

8	Control value heating/cooling	Send control value	DPT 1.001/ DPT 5.001	send	Controller sends manipulated value	Heating actuator, actuators	Object is shown when the controller is set to heating and cooling. The DPT depends to the controller type (two-level & PWM – DPT1.001, PI-DPT5.001).
9	Control value additional heating	Send control value	DPT 1.001	send	Controller sends manipulated value	Heating actuator, actuators	Object is shown when the controller is set to heating and an additional stage is activated. The DPT depends to the adjusted controller type (two-level & PWM – DPT1.001, PI-DPT5.001).
10	Control value cooling	Send control value	DPT 1.001/ DPT 5.001	send	Controller sends manipulated value	Heating actuator, actuators	Object is shown when the controller is set to cooling. The DPT depends to the controller type (two-level & PWM – DPT1.001, PI-DPT5.001).
11	Mode comfort	Switch mode	DPT 1.001	receive	Controller switches mode	Visu, Operating keys, Control unit	Object is always shown and switches the operating modes according to the adjusted priority.
12	Mode Night	Switch mode	DPT 1.001	receive	Controller switches mode	Visu, Operating keys, Control unit	Object is always shown and switches the operating modes according to the adjusted priority.
13	Mode Frost/Heat protection	Switch mode	DPT 1.001	receive	Controller switches mode	Visu, Operating keys, Control unit	Wird standardmäßig eingeblendet. Betriebsart schaltet in Abhängigkeit der eingestellten Priorität.

## Technical Manual Glass Operation Unit SCN-LCDGx.01

14	Heating disable object	Disable heating	DPT 1.003	recieve	Controller diasables heating	Visu, Operating keys, Control unit	Can be activated in the settings when the controller is set to heating.
15	Cooling disable object	Disable cooling	DPT 1.003	recieve	Controller diasables cooling	Visu, Operating keys, Control unit	Can be activated in the settings when the controller is set to cooling.
17	Heating request	Send request	DPT 1.001	send	Controller sends heating request	Actuator for switching the heating pump...	Can be activated in the settings when the controller is set to heating.
18	Cooling request	Send request	DPT 1.001	send	Controller sends cooling request	Actuator for switching the cooling pump...	Can be activated in the settings when the controller is set to cooling.
19	Heating/Cooling switchover	0 = cooling, 1 = heating	DPT 1.001	receive	Controller switches between heating and cooling	Visu, Operating keys, Control unit	Can be activated in the parameter when the controller is set to heating and cooling.
20	Outside temperature	Read external sensor	DPT 9.001	receive	Controller receives temperature from outside sensor	Outdoor temperature sensor	Object is shown when the guiding is activated in the parameter
21	Max memory value	Read memory	DPT 9.001	send	Controller sends max. temperature	Visu, Display, Diagnostic...	Object is shown when the min/max values are activated
22	Min memory value	Read memory	DPT 9.001	send	Controller sends min. temperature	Visu, Display, Diagnostic...	Object is shown when the min/max values are activated
23	Min/Max Memory Reset	Reset memory	DPT 1.001	receive	Controller resets min/max values	Visu, Operating keys, Control unit	Object is shown when the min/max values are activated

## Technical Manual Glass Operation Unit SCN-LCDGx.01

24	Reset setpoint value	Parameter read in	DPT 1.001	receive	Controller resets the setpoints to the values which are set in the parameter	Visu, Operating keys, Control unit	Object is always shown when the controller is active
25	DPT_HVAC Status	Send controller status	-	send	Controller sends current state	Visu, Display, Diagnostic,...	Object is always shown when the controller is active
28	Error external sensor	Error message	DPT 1.001	send	Controller sends state	Visu, Display, Diagnostic,...	Object is always shown when the controller is active
29	Actual setpoint	Send setpoint	DPT 9.001	send	Controller sends current setpoint at a read request	Visu, Display, Diagnostic,...	Object is always shown when the controller is active
30	RHCC Status	Send controller status	DPT 22.101	send	Controller sends current state	Visu, Display, Diagnostic,...	Object is always shown when the controller is active
31	Mode selection	Select mode	DPT 20.102	receive/ send	Controller switches between operating modes and sends the current operating mode if activated	Visu, Operating keys, Control unit, Display, Diagnostic, ...	Communication object is permanently displayed when the controller was activated. Via the parameter "Send status on object 31 mode selection", the sending of this object can be activated. So this object can be directly used by home servers and visualizations.



## Technical Manual Glass Operation Unit SCN-LCDGx.01

32	Manual setpoint value offset	Increase/Reduction (1 = + adjusted step, 0 = - adjusted step)	DPT 1.001	receive	Controller receives setpoint value offset via a 1 Bit object	Visu, Operating keys, Control unit, Display, Diagnostic, ...	Object is shown when parameter "Setpoint value offset via" is set to 1 Bit object and shifts the set value depending on the current setpoint. The amount of displacement can be set in the parameters.
33	Flow temperature	Read external sensor	DPT 9.001	receive	Controller receives temperature from external sensor	external temperature sensor	Object is shown when the limitation of flow temperature is activated.

Table 2: Overview communication objects - Room Temperature Controller

### 3.1.3 Ventilation Control

Nr.	Name	Object function	Data type	Direction	Info	Usage	Tip
<b>Objects for Ventilation Control:</b>							
38	Ventilation Control	Block	DPT 1.003	receive	Controller locks ventilation control	Visu, Operating keys, Control unit, Display, ...	Object is only shown when the locking function was activated in the settings
39	Ventilation Control	Level 1	DPT 1.001	send	Controller switches level 1	Actuator for controlling a ventilation system, Fan-Coil actuator	Object is shown at the setting step switch bit coded

## Technical Manual Glass Operation Unit SCN-LCDGx.01

39	Ventilation Control	Bit 0	DPT 1.002	send	Controller switches Bit 0	Actuator for controlling a ventilation system, Fan-Coil actuator	Object is shown at the setting step switch binary coded
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## Technical Manual Glass Operation Unit SCN-LCDGx.01

40	Ventilation Control	Level 2	DPT 1.001	send	Controller switches level 2	Actuator for controlling a ventilation system, Fan-Coil actuator	Object is shown at the setting step switch bit coded
40	Ventilation Control	Bit 1	DPT 1.002	send	Controller switches Bit 1	Actuator for controlling a ventilation system, Fan-Coil actuator	Object is shown at the setting step switch binary coded
39	Ventilation Control	Level 1+2	DPT 1.001	send	Controller switches level 1 und 2	Actuator for controlling a ventilation system, Fan-Coil actuator	Object is shown at the setting step switch simply
41	Ventilation Control	Level 3	DPT 1.001	send	Controller switches level 3	Actuator for controlling a ventilation system, Fan-Coil actuator	Object is shown at the setting step switch bit coded
41	Ventilation Control	Bit 2	DPT 1.002	send	Controller switches Bit 2	Actuator for controlling a ventilation system, Fan-Coil actuator	Object is shown at the setting step switch binary coded
41	Ventilation Control	Level 1+2+3	DPT 1.001	send	Controller switches level 1, 2 und 3	Actuator for controlling a ventilation system, Fan-Coil actuator	Object is shown at the setting step switch simply

## Technical Manual Glass Operation Unit SCN-LCDGx.01

42	Ventilation Control	Level 4	DPT 1.001	send	Controller switches level 4	Actuator for controlling a ventilation system, Fan-Coil actuator	Object is shown at the setting step switch bit coded
42	Ventilation Control	Level 1+2+3+4	DPT 1.001	send	Controller switches level 1, 2, 3 und 4	Actuator for controlling a ventilation system, Fan-Coil actuator	Object is shown at the setting step switch simply
43	Ventilation Control	1 Byte Status ventilation level	DPT 5.010	send	Controller sends current status	Visu, Operating keys, Control unit, Display, ...	Object must be activated in the settings by the parameter "Use status object 43 as". Object sends the current level: Value 1 = Level 1, Value 2 = Level 2...
43	Ventilation Control	Status for ventilation active	DPT 1.001	send	Controller sends current status	Visu, Operating keys, Control unit, Display, ...	Object must be activated in the settings by the parameter "Use status object 43 as". Object sends whether the ventilation is active or not.
44	Ventilation Control	Control value	DPT 5.001	send	Controller sends manipulated value	Actuator for controlling a ventilation system, Fan-Coil actuator	Object is shown at the setting „Step switch as Byte“
45	Ventilation Control	Object priority	DPT 1.001	receive	Controller receives incoming telegram	Visu, Operating keys, Control unit, Display, ...	Object must be activated in the settings and can call several states.

## Technical Manual Glass Operation Unit SCN-LCDGx.01

46	Ventilation Control	Switch automatic	DPT 1.001	send & receive	Controller switches between automatic and manual mode and sends its current value if the value was toggled at the display	Visu, Operating keys, Control unit, Display, ...	Object is always shown when the ventilation control is active.
47	Ventilation Control	Control levels manually	DPT 1.008	receive	Controller switches controller level according to the incoming telegram, 1 = 1 level up, 0 = 1 level down	Visu, Operating keys, Control unit, Display, ...	Object is always shown when the ventilation control is active.

**Table 3: Overview communication objects - Ventilation Control**

### 3.1.4 Key functions

Nr.	Name	Object function	Data type	Direction	Info	Usage	Tip
<b>Objects for key functions – Buttons grouped:</b>							
61	Button C/D	Dimming On/Off	DPT 1.001	send	Display sends current value	Dimming actuator	Object is shown at the setting Buttons grouped->Dimming
61	Button C/D	Shutter down/up	DPT 1.008	send	Display sends current value	Shutter actuator	Object is shown at the setting Buttons grouped->Shutter
61	Button C/D	Switch On/Off	DPT 1.001	send	Display sends current value	Switch actuator...	Object is shown at the setting Buttons grouped->Switch
62	Button C/D	Dimming	DPT 3.007	send	Display sends current value	Dimming actuator	Object is shown at the setting Buttons grouped->Dimming
62	Button C/D	Stop/Slats Open/Close	DPT 1.009	send	Display sends current value	Shutter actuator	Object is shown at the setting Buttons grouped->Shutter
63	Button C/D	Status dimming value	DPT 5.001	receive	Display receives current state	Dimming actuator	Object is shown at the setting Buttons grouped->Dimming
63	Button C/D	Status absolute position	DPT 5.001	receive	Display receives current state	Shutter actuator	Object is shown at the setting Buttons grouped->Shutter

## Technical Manual Glass Operation Unit SCN-LCDGx.01

Nr.	Name	Object function	Data type	Direction	Info	Usage	Tip
<b>Objects for key functions – Buttons separately:</b>							
61	Button C	Switch	DPT 1.001	send	Display sends value	Switching actuator...	Object is shown at the setting Buttons separately->Switch->Switch/Toggle on key press
61	Button C	Send value	DPT 5.001	send	Display sends value	Actuator...	Object is shown at the setting Buttons separately->Switch->Send value
61	Button C	Short key press	DPT 1.001	send	Display sends value	Actuator...	Object is shown at the setting Buttons separately->Switch short/long->On/Off
61	Button C	Short key press	DPT 5.001	send	Display sends value	Actuator...	Object is shown at the setting Buttons separately->Switch short/long->Send value
61	Button C	Toggle Heating/Cooling	DPT 1.001	send	Display sends value	Controller, internal use...	Object is shown at the setting Buttons separately->Toggle heating/cooling
62	Button C	Value for toggle	DPT 1.001	receive	Display receives current state	Actuator...	Object is shown at the setting Buttons separately->all functions with toggle function; object must be connected with the state of the actuator
63	Button C	Scene	DPT 18.001	send	Display sends value	Actuator...	Object is shown at the setting Buttons separately->Scene
63	Button C	Long key press	DPT 1.001	send	Display sends value	Actuator...	Object is shown at the setting Buttons separately->Switch short/long->On/Off

## Technical Manual Glass Operation Unit SCN-LCDGx.01

63	Button C	Long key press	DPT 5.001	send	Display sends value	Actuator...	Object is shown at the setting Buttons separately->Switch short/long->Send value
64-67	Button D	same functionality as button C available					

**Table 4: Overview communication objects - Key functions**



## 3.1.5 Time switch

Nr.	Name	Object function	Data type	Direction	Info	Usage	Tip
<b>Objects, which can be sent from the time switch:</b>							
68	Channel 1	Switch On/Off	DPT 1.001	send	Timer sends current value	Actuator...	Timer sends switching command
68	Channel 1	Day/Night switch	DPT 1.001	send	Timer sends current value	Actuator...	Timer sends day/night switchover
68	Channel 1	Send value (0..255)	DPT 5.005	send	Timer sends current value	Actuator...	Timer sends value(0-255)
68	Channel 1	Send value (0..100%)	DPT 5.001	send	Timer sends current value	Actuator...	Timer sends value(0-100%)
68	Channel 1	Send HVAC Mode	DPT 20.102	send	Timer sends current value	Temperature Controller...	Timer sends HVAC Mode for operating mode switchover
68	Channel 1	Send temperature value	DPT 9.001	send	Timer sends current value	Temperature Controller, Heating actuator...	Timer sends temperature setpoint
68	Channel 1	Send setpoint value offset	DPT 9.002/ DPT 1.001	send	Timer sends current value	Temperature Controller, Heating actuator...	Timer sends setpoint value offset
68	Channel 1	Dimming On/Off	DPT 1.001	send	Timer sends current value	Dimming actuator...	On/Off command for dimming
68	Channel 1	Shutter Down/Up	DPT 1.008	send	Timer sends current value	Shutter actuator...	Up/Down command for shutter
68	Channel 1	Send setpoint comfort	DPT 9.001	send	Timer sends current value	Temperature Controller, Heating actuator...	Sending a new comfort setpoint
69	Channel 1	Dimming	DPT 3.007	send	Timer sends current value	Dimming actuator...	relative dimming command for dimming

## Technical Manual Glass Operation Unit SCN-LCDGx.01

69	Channel 1	Stop/Slats Open/Close	DPT 1.009	send	Timer sends current value	Shutter actuator...	moving command for shutter
70	Channel 1	Status dimming value	DPT 5.001	receive	Timer sends current value	Actuator...	timer receives current dimming value
70	Channel 1	Status absolute position	DPT 5.001	receive	Timer sends current value	Actuator...	timer receives current position of the shutter
70	Channel 1	Scene	DPT 17.001/ DPT 18.001	send	Timer sends current value	Actuator...	timer sends scene number
70	Channel 1	Status current setpoint	DPT 9.001	receive	Timer receives current value	Temperature Controller, Heating actuator...	timer receives current value for showing the current state
70	Channel 1	Status On/Off	DPT 1.001	receive	Timer receives current value	Actuator...	timer receives current value for showing the current state
70	Channel 1	Status Day/Night	DPT 1.001	receive	Timer receives current value	Timer, Push Button...	timer receives current value for showing the current state
<b>+3</b>	<b>next channel (same functions as channel 1)</b>						
128	Lock 1	Lock time switch	DPT 1.003	receive	blocking time switch channels	Push Button, Visu...	blocks the channels, which are set for this blocking function
129	Lock 2	Lock time switch	DPT 1.003	receive	blocking time switch channels	Push Button, Visu...	blocks the channels, which are set for this blocking function

Table 5: Overview communication objects - time switch

### 3.1.6 Logic settings

Nr.	Name	Object function	Data type	Direction	Info	Usage	Tip
<b>Objects for the logic settings:</b>							
130	Logic A	Input logic 1	DPT 1.002	receive	logic input	Connection with every 1-Bit object possible	Object is only shown if logic A and logic input 1 is active
131	Logic A	Input logic 2	DPT 1.002	receive	logic input	Connection with every 1-Bit object possible	Object is only shown if logic A and logic input 2 is active
132	Logic A	Input logic 3	DPT 1.002	receive	logic input	Connection with every 1-Bit object possible	Object is only shown if logic A and logic input 3 is active
133	Logic A	Input logic 4	DPT 1.002	receive	logic input	Connection with every 1-Bit object possible	Object is only shown if logic A and logic input 4 is active
134	Logic A	Output switch	DPT 1.001	send	logic output	Connection with every 1-Bit object possible: LED, actuator...	Object is only shown if logic A with object type "switch" is active
134	Logic A	Output scene	DPT 17.001	send	logic output	Connection with every scene- object possible	Object is only shown if logic A with object type "scene" is active
134	Logic A	Output value	DPT 5.005	send	logic output	Connection with every 1-Byte object possible	Object is only shown if logic A with object type "value" is active
+5	next logic	<b>same function as logic A available</b>					

Table 6: Overview communication objects - logic functions

## 3.2 Default settings of the communication objects

The respective table shows the default values for the communication objects. According to requirements the priority of the particular communication objects as well as the flags can be adjusted by the user. The flags allocates the function of the objects in the programming thereby stands C for communication, R for Read, W for write, T for transmit and U for update.

### 3.2.1 LCD-Display

Default settings									
Nr.	Name	Object Function	Length	Priority	C	R	W	T	U
54	Time	Send/Receive state	3 Byte	Low	X	X		X	
55	Date	Send/Receive state	3 Byte	Low	X	X		X	
56	Date and Time	Send/Receive state	8 Byte	Low	X	X		X	
57-60	Message 1-4	Alarm input for text message	1 Bit	Low	X		X		
61	Message 14 Byte	Variable text message	14 Byte	Low	X		X		

Table 7: Default settings of the communication objects – LCD Display

### 3.2.2 Room Temperature Controller

Default settings									
Nr.	Name	Object Function	Length	Priority	C	R	W	T	U
0	Actual temperature value	Transmit temperature value	2 Byte	Low	X	X		X	
1	max. temperature	Exceeded value	1 Bit	Low	X	X		X	
2	min. temperature	Below the value	1 Bit	Low	X	X		X	
3	Frost alarm	Send alarm	1 Bit	Low	X	X		X	
4	Heat alarm	Send alarm	1 Bit	Low	X	X		X	
5	External sensor	Read external sensor	2 Byte	Low	X		X		
6	Setpoint comfort	Set setpoint	2 Byte	Low	X	X	X	X	
7	Manual setpoint value offset	Reduction/Increase	2 Byte	Low	X		X		
8	Control value heating	Send control value	1 Bit	Low	X	X		X	
8	Control value heating	Send control value	1 Byte	Low	X	X		X	
8	Control value heating/cooling	Send control value	1 Bit	Low	X	X		X	

8	Control value heating/cooling	Send control value	1 Byte	Low	X	X		X	
9	Control value additional heating	Send control value	1 Bit	Low	X	X		X	
10	Control value cooling	Send control value	1 Bit	Low	X	X		X	
10	Mode comfort	Switch mode	1 Byte	Low	X	X		X	
11	Mode Night	Switch mode	1 Bit	Low	X	X	X		
12	Mode Frost/Heat protection	Switch mode	1 Bit	Low	X	X	X		
13	Control value additional heating	Send control value	1 Bit	Low	X	X	X		
14	Heating disable object	Disable heating	1 Bit	Low	X		X		
15	Cooling disable object	Disable cooling	1 Bit	Low	X		X		
17	Heating request	Send request	1 Bit	Low	X	X		X	
18	Cooling request	Send request	1 Bit	Low	X	X		X	
19	Heating/Cooling switchover	0 = cooling, 1 = heating	1 Bit	Low	X		X		
20	Outside temperature	Read external sensor	2 Byte	Low	X	X	X		
21	Max memory value	Read memory	2 Byte	Low	X	X	X	X	
22	Min memory value	Read memory	2 Byte	Low	X	X	X	X	
23	Min/Max Memory Reset	Reset memory	1 Bit	Low	X		X	X	
24	Reset setpoint value	Parameter read in	1 Bit	Low	X		X		
25	DPT_HVAC Status	Send controller status	1 Byte	Low	X	X		X	
27	Error external sensor	Error message	1 Bit	Low	X		X		
28	Actual setpoint	Send setpoint	1 Bit	Low	X	X		X	
29	RHCC Status	Send controller status	2 Byte	Low	X	X		X	
30	Mode selection	Select mode	2 Byte	Low	X	X		X	
31	Reset setpoint value	Parameter read in	1 Byte	Low	X		X	X	
32	Manual setpoint value offset	Increase/Reduction (1 = + adjusted step, 0 = - adjusted step)	1 Bit	Low	X		X		
33	Flow temperature	Read external sensor	2 Byte	Low	X		X	X	

Table 8: Default settings communication objects – Room Temperature Controller

### 3.2.3 Ventilation Control

Default settings									
Nr.	Name	Object Function	Length	Priority	C	R	W	T	U
38	Ventilation Control	Block	1 Bit	Low	X		X		
39	Ventilation Control	Level 1	1 Bit	Low	X	X		X	
39	Ventilation Control	Bit 0	1 Bit	Low	X	X		X	
39	Ventilation Control	Level 1	1 Bit	Low	X	X		X	
40	Ventilation Control	Level 2	1 Bit	Low	X	X		X	
40	Ventilation Control	Bit 1	1 Bit	Low	X	X		X	
39	Ventilation Control	Level 1+2	1 Bit	Low	X	X		X	
41	Ventilation Control	Level 3	1 Bit	Low	X	X		X	
41	Ventilation Control	Bit 2	1 Bit	Low	X	X		X	
41	Ventilation Control	Level 1+2+3	1 Bit	Low	X	X		X	
42	Ventilation Control	Level 4	1 Bit	Low	X	X		X	
42	Ventilation Control	Level 1+2+3+4	1 Bit	Low	X	X		X	
43	Ventilation Control	1 Byte Status ventilation level	1 Byte	Low	X	X	X	X	
43	Ventilation Control	Status for ventilation active	1 Bit	Low	X	X	X	X	
44	Ventilation Control	Control value	1 Byte	Low	X	X		X	
45	Ventilation Control	Object priority	1 Bit	Low	X		X		
46	Ventilation Control	Switch automatic	1 Bit	Low	X	X	X	X	
47	Ventilation Control	Control levels manually	1 Bit	Low	X		X		

Table 9: Default settings communication objects - Ventilation Control

### 3.2.4 Key functions

Default settings									
Nr.	Name	Object Function	Length	Priority	C	R	W	T	U
<b>Buttons grouped</b>									
61	Direct function	Dimming On/Off	1 Bit	Low	X	X		X	
61	Direct function	Shutter down/up	1 Bit	Low	X	X		X	
61	Direct function	Switch On/Off	1 Bit	Low	X	X		X	
62	Direct function	Dimming	4 Bit	Low	X	X		X	
62	Direct function	Stop/Slats Open/Close	1 Bit	Low	X	X		X	
63	Direct function	Status dimming value	1 Byte	Low	X		X		
63	Direct function	Status absolute position	1 Byte	Low	X		X		
<b>Buttons separately</b>									
61	Direct function	Switch	1 Bit	Low	X	X		X	
61	Direct function	Send value	1 Byte	Low	X	X		X	
61	Direct function	Short key press	1 Bit	Low	X	X		X	
61	Direct function	Short key press	1 Byte	Low	X	X		X	
61	Direct function	Toggle Heating/Cooling	1 Bit	Low	X		X	X	
62	Direct function	Value for toggle	1 Bit	Low	X		X	X	X
63	Direct function	Scene	1 Byte	Low	X		X	X	
63	Direct function	Long key press	1 Bit	Low	X	X		X	
63	Direct function	Long key press	1 Byte	Low	X	X		X	

Table 10: : Default settings communication objects - Key functions

## 3.2.5 Time switch

Default settings									
Nr.	Name	Object Function	Length	Priority	C	R	W	T	U
68	Channel 1	Switch On/Off	1 Bit	Low	X	X		X	
68	Channel 1	Day/Night switch	1 Bit	Low	X	X		X	
68	Channel 1	Send value (0..255)	1 Byte	Low	X	X		X	
68	Channel 1	Send value (0..100%)	1 Byte	Low	X	X		X	
68	Channel 1	Send HVAC Mode	1 Byte	Low	X	X		X	
68	Channel 1	Send temperature value	1 Byte	Low	X	X		X	
68	Channel 1	Send setpoint comfort	2 Byte	Low	X	X		X	
68	Channel 1	Send setpoint value offset	1 Bit	Low	X	X		X	
68	Channel 1	Send setpoint value offset	2 Byte	Low	X	X		X	
68	Channel 1	Dimming On/Off	1 Bit	Low	X	X		X	
68	Channel 1	Shutter Down/Up	1 Bit	Low	X	X		X	
69	Channel 1	Dimming	4 Bit	Low	X	X		X	
69	Channel 1	Stop/Slats Open/Close	1 Bit	Low	X	X		X	
70	Channel 1	Status dimming value	1 Byte	Low	X		X		
70	Channel 1	Status absolute position	1 Byte	Low	X		X		
70	Channel 1	Scene	1 Bit	Low	X	X		X	
70	Channel 1	Status current setpoint	2 Byte	Low	X		X		
70	Channel 1	Status On/Off	2 Byte	Low	X		X		
70	Channel 1	Status Day/Night	2 Byte	Low	X		X		
<b>+3</b>	<b>next function</b>								
128	Lock 1	Lock Time Switch	1 Bit	Low	X		X	X	
129	Lock 2	Lock Time Switch	1 Bit	Low	X		X	X	

Table 11: Default settings of the communication objects - time switch



### 3.2.6 Logic functions

Default settings									
Nr.	Name	Object Function	Length	Priority	C	R	W	T	U
130	Logic A	Input logic 1	1 Bit	Low	X		X	X	
131	Logic A	Input logic 2	1 Bit	Low	X		X	X	
132	Logic A	Input logic 3	1 Bit	Low	X		X	X	
133	Logic A	Input logic 4	1 Bit	Low	X		X	X	
134	Logic A	Output switch	1 Bit	Low	X	X		X	
134	Logic A	Output scene	1 Byte	Low	X	X		X	
134	Logic A	Output value	1 Byte	Low	X	X		X	
<b>+5</b>	<b>next logic</b>								

Table 12: Default settings of the communication objects - logic functions

## 4 General settings

The figure shows the general settings, which effect to all areas of the device:

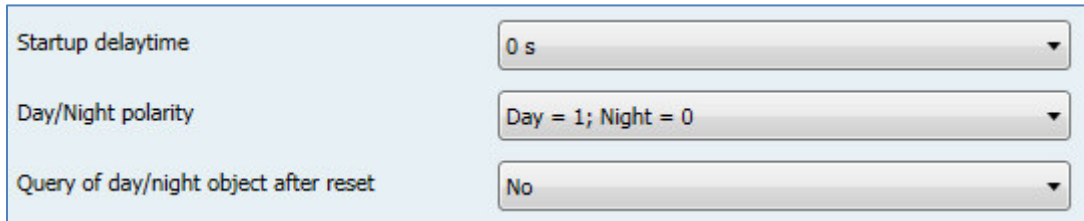


Figure 3: Menu General Settings

In der nachfolgenden Tabelle sind die Einstellmöglichkeiten für dieses Menü dargestellt:

ETS-text	Dynamic range [default value]	comment
Startup delaytime	0-60s [0s]	defines the time between a reset and the functional start of the device
Day/Night polarity	<ul style="list-style-type: none"> <li>▪ Day = 1; Night = 0</li> <li>▪ Day = 0; Night = 1</li> </ul>	defines the polarity of the day/night object
Query of day/night object after reset	<ul style="list-style-type: none"> <li>▪ No</li> <li>▪ Yes</li> </ul>	defines the behavior after a reset

Table 13: General settings

## 5 Settings LCD-Display

### 5.1 General

The following figure shows the menu “LCD-Display”:

Language	English
LCD-Alarm messages	Inactive
Standby display by day	only actual temperature
Standby display by night	only actual temperature
Change time display	2 s
Standby time	20 s
Functions of Time Switch via direct selection (left button)	Active
Temperature controller via direct selection (left button)	Active
Selection of mode at the display	Comfort, Standby, Night, Frost
Step range for setpoint offset via display buttons	0,2 K
Fan control via direct selection (left button)	Active
Representation after standby	Functions of Time Switch
Basic brightness	brightness 1
Minimum brightness at day	bright
Minimum brightness at night	off

Figure 4: Menu LCD Display

The following table shows the general settings for the LCD-Display:

ETS-text	Dynamic range [default value]	comment
Language	<ul style="list-style-type: none"> <li>▪ German</li> <li>▪ English</li> </ul>	Selection of the language

Table 14: General settings LCD-Display

The following table shows the available settings for the LCD-Display:

ETS-text	Dynamic range [default value]	comment
Standby-Display at Day/Night	<ul style="list-style-type: none"> <li>▪ switched off</li> <li>▪ <b>only actual temperature</b></li> <li>▪ only time</li> <li>▪ only outside temperature</li> <li>▪ actual temperature and time</li> <li>▪ actual temperature and outside temperature</li> <li>▪ time and outside temperature</li> <li>▪ actual temperature and outside temperature, time</li> </ul>	defines the functional block, which is displayed in standby
Change time between function blocks	never-60s [2s]	defines how long a functional block (temperature, time or outside temperature) is shown; is only kept if the standby-mode shows more than one functional block
Time until Display changes into standby	never-60s [20s]	defines the time between the last key press and activating of the standby-mode
Representation after standby	<ul style="list-style-type: none"> <li>▪ Function</li> <li>▪ Temperature controller</li> <li>▪ Ventilation control</li> </ul>	defines the functional block, which is called after a reset, only active blocks can be chosen

Table 15: Display Settings

The following table shows the available settings for controlling of the functional blocks:

ETS-text	Dynamic range [default value]	comment
Functions of Time Switch via direct selection(left button)	<ul style="list-style-type: none"> <li>▪ <b>Active</b></li> <li>▪ Inactive</li> </ul>	defines if the function „Time Switch“ can be set via the direct selection menu(left button)
Temperature controller via direct selection(left button)	<ul style="list-style-type: none"> <li>▪ <b>Active</b></li> <li>▪ Inactive</li> </ul>	defines if the function „Temperature Controller“ can be set via the direct selection menu(left button)
Selection of mode at the display	<ul style="list-style-type: none"> <li>▪ Comfort, Night</li> <li>▪ Comfort, Standby</li> <li>▪ Comfort, Night, Standby</li> <li>▪ <b>Comfort, Night, Standby, Frost</b></li> </ul>	defines the operating modes, which can be set at the display
Step range for setpoint offset via display buttons	<ul style="list-style-type: none"> <li>▪ Inactive</li> <li>▪ 0,1K – 1K [0,2K]</li> </ul>	defines the step range for the setpoint offset via Display
Fan control via direct selection(left button)	<ul style="list-style-type: none"> <li>▪ <b>Active</b></li> <li>▪ Inactive</li> </ul>	defines if the function „Fan Control“ can be set via the direct selection menu(left button)
Display buttons of direct function in Standby	<ul style="list-style-type: none"> <li>▪ <b>Yes</b></li> <li>▪ No</li> </ul>	defines if the functions of the direct function can be called directly from the standby mode

Table 16: Settings LCD-Display-Functional blocks

The following table shows the available settings for adjusting the brightness of the LCD Display:

ETS-text	Dynamic range [default value]	comment
Basic brightness	<ul style="list-style-type: none"> <li>▪ <b>Brightness 1</b></li> <li>▪ Brightness 2</li> <li>▪ Brightness 3</li> <li>▪ Brightness 4</li> </ul>	defines the basic brightness of the display
Minimum brightness at day	<ul style="list-style-type: none"> <li>▪ off</li> <li>▪ dark</li> <li>▪ medium</li> <li>▪ <b>bright</b></li> </ul>	defines the minimum brightness at day
Minimum brightness at night	<ul style="list-style-type: none"> <li>▪ <b>off</b></li> <li>▪ dark</li> <li>▪ medium</li> <li>▪ bright</li> </ul>	defines the minimum brightness at night

Table 17: Settings LCD Display - Brightness

The brightness of the display is dynamically adapted to the environment. The settings in the parameters give only the framework for this adaptation. Thus, for example the screen is turned off only in a dark room when the minimum brightness during the day / night is set to OFF.

## 5.2 LCD-Alarm messages

The LCD-Alarm messages can be set in the menu LCD display:

LCD-Alarm messages	Active
Text message 1	Window open!
Message is	saved
Text message 2	Frost Alarm
Message is	saved
Text message 3	Alarm 3
Message is	saved
Text message 4	Alarm 4
Message is	saved
Text message 14 Byte is	saved

Figure 5: LCD-Alarm messages

Up to 4 text messages with a maximum of 14 characters can be fixed. This 4 text messages are shown on the display when the associated communication object receives the value 1. In addition, a variable text message can be enabled. At this object, any string of the length 14 characters can be sent.

For all text messages, it can be selected whether they are saved or displayed only briefly:

- displayed only briefly**  
 The message is deleted when the display goes into standby mode. Changes the display after 20 seconds in standby mode, the message will be removed after 20 seconds and is no longer comprehensible.
- saved**  
 The message is stored in the display and not deleted when switching to standby mode, but shown here as an incoming message. The message is not deleted as soon as they were acknowledged or viewed by the user.

## 5.3 Display and Operation

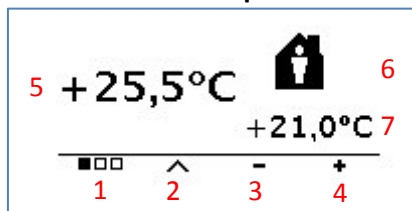
### 5.3.1 Display in Standby-Mode

In standby mode, the outdoor temperature, indoor temperature and time are displayed. Subsequently, the outside temperature is shown:



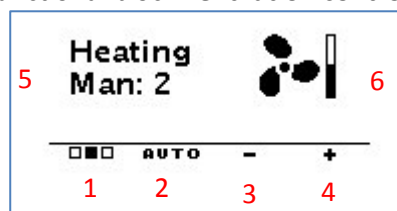
### 5.3.2 Display of the functional blocks

The following picture shows the functional block **temperature controller**:



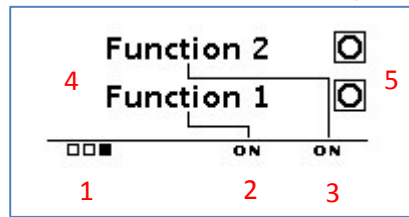
- 1 = Switching between functional blocks
- 2 = Switching between operating modes
- 3 & 4 = Decrease / increase the setpoint
- 5 = Current temperature
- 6 = Current operating mode
- 7 = Current Setpoint

The following picture shows the functional block **ventilation control**:



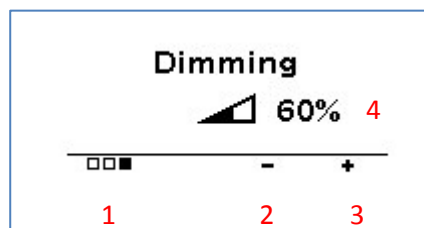
- 1 = Switching between functional blocks
- 2 = Switching between automatic/manual mode
- 3 & 4 = Decrease/increase ventilation level
- 5 = Current ventilation level and display whether automatic (auto) or manual (man) mode is active
- 6 = Graphical display of the current ventilation level

The following picture shows the functional block **function with**, here with two switching functions:



- 1 = Switching between functional blocks
- 2 & 3= Switching the functions
- 4 = Function name from the parameter settings
- 5 = Display of the function state

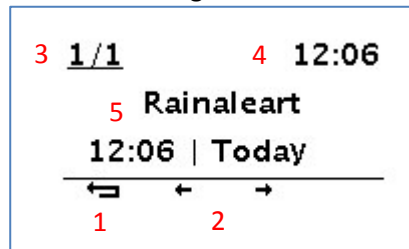
The following picture shows the functional block **function with**, here with a grouped dimming function:



- 1 = Switching between functional blocks
- 2 & 3= Dimming up/down
- 4 = Display of the function and the current state

### 5.3.3 Presentation of text messages

The following picture shows an active text message:



- 1 = Acknowledgment of the message
- 2 = Switching between the messages in the memory
- 3 = Shown messages, here the first of one
- 4 = Current time of day
- 5 = Text message and time when the message was sent

In standby mode, a text message is displayed with a small envelope icon. The number indicates the number of stored messages:

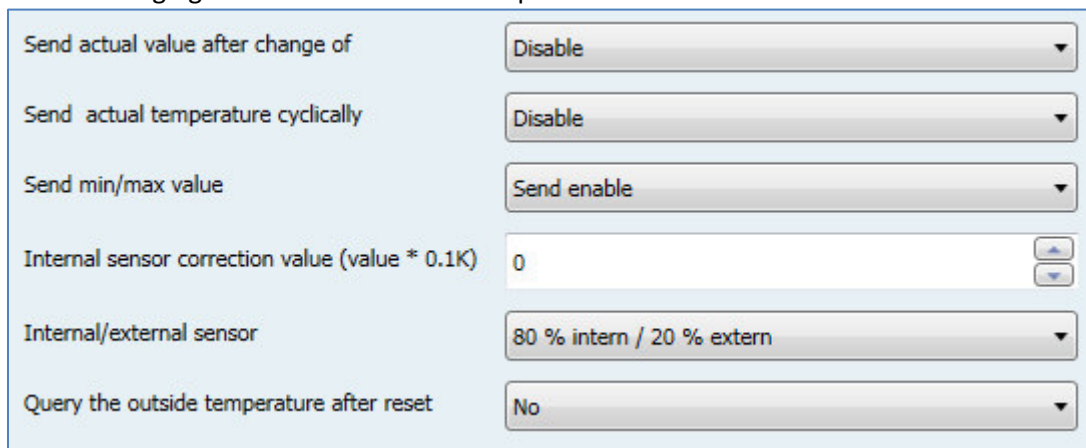




## 6 Room Temperature Controller

### 6.1 Temperature Measurement

The following figure shows the menu “Temperature Measurement“:



Send actual value after change of	Disable
Send actual temperature cyclically	Disable
Send min/max value	Send enable
Internal sensor correction value (value * 0.1K)	0
Internal/external sensor	80 % intern / 20 % extern
Query the outside temperature after reset	No

Figure 6: Temperature Measurement

The table shows the available settings for this menu:

ETS-text	Dynamic range [default value]	comment
Send actual value after change of	<ul style="list-style-type: none"> <li>▪ <b>disable</b></li> <li>▪ 0,1K - 2,0K</li> </ul>	Sending condition for the actual temperature value
Send actual temperature cyclically	<ul style="list-style-type: none"> <li>▪ <b>disable</b></li> <li>▪ 1 min – 60 min</li> </ul>	Activation of the cyclically sending of the temperature value
Send min/max value	<ul style="list-style-type: none"> <li>▪ <b>disable</b></li> <li>▪ Send enable</li> </ul>	Activation of the sending of min/max values
Internal sensor correction value (value*0,1K)	-50 – 50 [0]	Correction of the internal sensor
Internal/external sensor	<ul style="list-style-type: none"> <li>▪ <b>100% intern</b></li> <li>▪ 90% intern/ 10% extern</li> <li>▪ 80 % intern/ 20% extern</li> <li>▪ ...</li> <li>▪ 100% extern</li> </ul>	Adjustment of the balance between internal and external sensor
Query the outside temperature after reset	<ul style="list-style-type: none"> <li>▪ <b>No</b></li> <li>▪ Yes</li> </ul>	determines whether the temperature is to be queried after a reset

Table 18: Temperature measurement

- **Send actual value after change of**  
This functions sets when the current temperature value shall be sent. By choosing the setting “disable”, no value will be sent at all.
- **Send actual temperature cyclically**  
You can activate this function by choosing a time. Now, the room temperature controller sends the current temperature periodically after the adjusted time. This function is independent from the function “Send actual value after change of”. So the temperature controller will send its current value also if there is no change of it.
- **Internal sensor correction value (value\*0,1K)**  
You can correct the measured temperature value by this setting. By choosing a negative value for this parameter, the measured value will be lowered and by choosing a positive value, the measured value will be lifted. The value is multiplied by 0,1K, so the current value can be lowered or lifted up to 5K. This setting is useful, when the sensor was built at an unfavorable location, e.g. becoming draft or next to a window. When this function is activated, the temperature controller will also send the corrected values.  
All sensors are matched in-plant to 0,1K.

The chart shows the relevant communication object for the temperature value:

Number	Name	Length	Usage
0	Actual temperature value	2 Byte	sends the current temperature value

Table 19: Communication object temperature value

- **Send min/max value**  
This function activates the sending and saving of the min/max values. When the function is activated by “Send enable”, three communication objects will be shown. Two objects for the Min and the Max value and one for the reset of the min/max values.

The chart shows the relevant communication objects for this parameter:

Number	Name	Length	Usage
21	Max memory value	2 Byte	sends and saves the maximal temperature value
22	Min memory value	2 Byte	sends and saves the minimal temperature value
23	Min/Max memory reset	1 Bit	resets the min/max values

Table 20: Communication objects Min/Max values

- **Internal/external sensor**  
This setting sets the balance between an internal and an external sensor. The setting 100% intern deactivates any external sensor. By choosing any other setting, an external sensor will be activated. So, also communication objects for the external are shown. A balance of 100% extern deactivates the internal sensor and the temperature controller will only note values of the external sensor.

**If the external sensor has an error, the internal value is used for temperature control!**

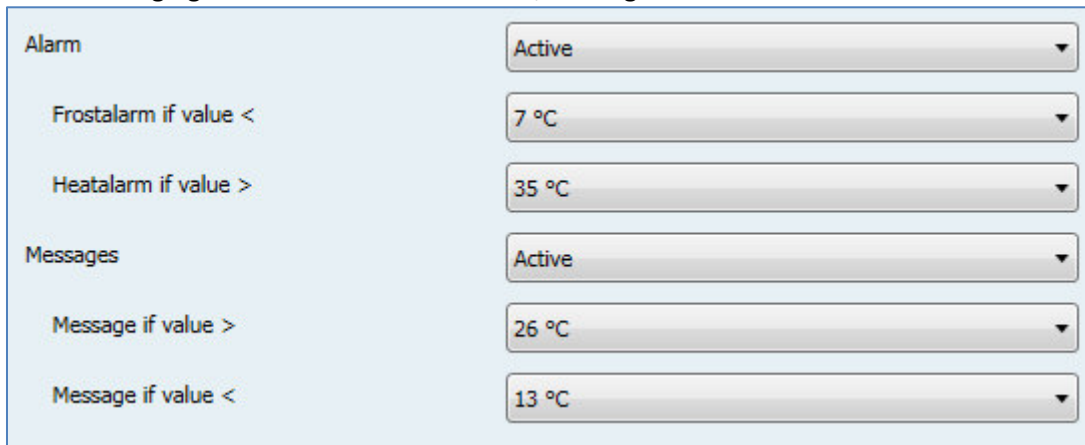
The communication objects for an activated external sensor are shown at the chart:

Number	Name	Length	Usage
5	External sensor	2 Byte	sends the measured temperature value of the external sensor
28	Error external sensor	1 Bit	sends an error, when the external sensor sends no value for more than 30min

Table 21: Communication objects external sensor

## 6.2 Alarm/Messages

The following figure shows the menu “Alarm/Messages“:



The screenshot shows a menu with the following settings:

- Alarm: Active
- Frostalarm if value <: 7 °C
- Heatalarm if value >: 35 °C
- Messages: Active
- Message if value >: 26 °C
- Message if value <: 13 °C

Figure 7: Alarm/Messages

The table shows the available settings for this menu:

ETS-text	Dynamic range [default value]	comment
Alarm	<ul style="list-style-type: none"> <li>▪ not active</li> <li>▪ active</li> </ul>	Activation of the alarm function
Frostalarm if value <	3°C-10°C [7°C]	Dynamic range of the frostalarm Adjustment possible if alarm is activated
Heatalarm if value >	25°C-40°C [35°C]	Dynamic range of the heatalarm Adjustment possible if alarm is activated
Messages	<ul style="list-style-type: none"> <li>▪ not active</li> <li>▪ active</li> </ul>	Activation of the message function
Message if value >	18°C-40°C [26°C]	Dynamic range of the upper message Adjustment possible if messages are activated
Message if value <	1°C-25°C [13°C]	Dynamic range of the lower message Adjustment possible if messages are activated

Table 22: Parameter Alarm/Messages

▪ **Alarm**

There are two parameterizeable alarms, when the alarm function was activated. The frostalarm is for the notification of the lower temperatures and the heatalarm for the notification of the upper temperatures. Both alarms have a separate communication object with the size of 1 Bit.

The chart shows the relevant communication objects for the alarms:

Number	Name	Length	Usage
3	Frostalarm	1 Bit	send frostalarm
4	Heatalarm	1 Bit	send heatalarm

Table 23: Communication objects alarm

▪ **Messages**

The message function is almost identical to the alarm function, but less in its priority. There are two messages available, when the message function was activated. These two messages can be parameterized separately. The dynamic range of the message function is much bigger than the one of the alarm function. So it is also possible, to realize running turn over. Both messages have an own communication object of the size 1 bit. These communication objects are shown in the chart below:

Number	Name	Length	Usage
1	Higher message value	1 Bit	Send the achievement of the higher reporting limit
2	Below message value	1 Bit	Send the achievement of the lower reporting limit

Table 24: Communication objects messages

## 6.3 Controller general

### 6.3.1 Controller type

The following figure shows the available settings for the controller type in the menu controller general:

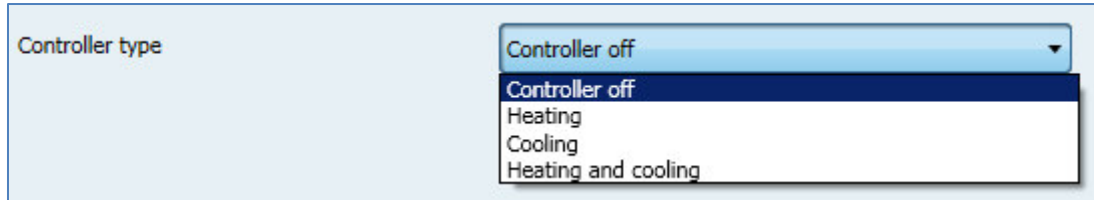


Figure 8: Settings controller type

The chart shows the dynamic range of the controller type:

ETS-text	Dynamic range [default value]	comment
Controller type	<ul style="list-style-type: none"> <li>▪ Controller off</li> <li>▪ <b>Heating</b></li> <li>▪ Cooling</li> <li>▪ Heating and Cooling</li> </ul>	Adjustment of the controller type The further settings depend to the adjusted controller type

Table 25: Setting controller type

The controller type defines the function of the room temperature controller. Target of the control is to keep an adjusted temperature constant. There are a lot of settings, which can help to achieve this aim. The settings depend to the adjusted controller type.

By choosing the setting “controller off”, no further settings are possible.

### 6.3.2 Operating modes & Setpoints

The following figure shows the available settings for the operating modes and the setpoints:

Controller type	Heating
Priority	Frost(Heat protection)/Comfort/Night/Standby
Basic comfort setpoint (°C)	21,0 °C
Standby reduction (K)	2,0 K
Night reduction (K)	3,0 K
Setpoint frost protection (°C)	7 °C
Max setpoint offset	3,0 K
Set point value offset via	2 Byte Object
Max setpoint offset valid for	Comfort
Reset setpoint offset after change of mode	No
Send setpoint change	No
Operating mode after reset	Comfort with parameterized set point

Figure 9: Settings operating modes & setpoints

The following table shows the available settings:

ETS-text	Dynamic range [default value]	comment
Basis comfort setpoint	18,0°C – 25,0°C [21,0°C]	The basis comfort setpoint is the reference point of the control.
Night reduction	<b>Lowering in K</b> 0 K – 10,0 K [3,0 K]	Lowering of the temperature by choosing the operating mode night. Relative to the basis comfort setpoint.
Standby reduction	<b>Lowering in K</b> 0 K – 10,0 K [2,0 K]	gets activated when no other operating mode was chosen The lowering is relative to the basis comfort setpoint.
Setpoint frost protection	3°C – 12°C [7°C]	Setpoint of the operating mode frost protection. indicated by an absolute value
Setpoint heat protection	24°C – 40°C [35°C]	Setpoint of the operating mode heat protection. indicated by an absolute value

Table 26: Operating modes & setpoints

### 6.3.2.1 Operating mode - Comfort

The operating mode comfort is the reference mode of the controller. The temperature reduction at the operating modes night and standby refer to the setpoint of the comfort mode. When a room is used, the operating mode comfort should be activated. The configured setpoint, the “basic comfort setpoint, is valid for the heating process if the controller was set as heating & cooling (described at 6.3.7 Dead zone).

The chart shows the relevant 1-Bit communication object:

Number	Name	Length	Usage
11	Mode comfort	1 Bit	Activation of the operating mode comfort

Table 27: Communication object operating mode comfort

### 6.3.2.2 Operating mode - Night

The operating mode night shall cause a significant decrement of the temperature, for example at night or at the weekend. The reduction can be programmed freely and refers to the basic comfort setpoint. If you have programmed a reduction of 5K and a basic comfort setpoint of 21°C, the setpoint for the night mode will be 16°C.

The chart shows the relevant 1-Bit communication object:

Number	Name	Length	Usage
12	Mode night	1 Bit	Activation of the operating mode night

Table 28: Communication object operating mode night

### 6.3.2.3 Operating mode - Standby

When nobody is in the room, the operating mode standby is used. This operating mode shall cause a low reduction of the temperature. So the room can be heated up fast again.

The value for the reduction can be programmed freely and refers to basic comfort setpoint. If you have adjusted a reduction of 2K and a basic comfort setpoint of 21°C, the setpoint for the operating mode standby will be 19°C.

The standby mode cannot be activated by a certain communication object. It gets activated, when all operating modes are switched off.

### 6.3.2.4 Operating mode - Frost/Heat protection

The operating mode frost protection gets activated, when the controller type was set as heating. The heat protection gets activated, when the controller type was set as cooling. When the controller type is set to heating and cooling, the combined operating mode frost-/ heat protection is activated.

This operating mode causes an automatically switch on of heating or cooling, when a parameterized is exceeded or the temperature falls below a parameterized temperature. At this operating mode, the temperature is set as absolute value. You should activate this function if you are longer absent and the temperature must not fall below a specific value or exceed a specific value.

The chart shows the relevant 1-Bit communication objects:

Number	Name	Length	Usage
13	Mode frost protection	1 Bit	Activation of the operating mode frost protection
13	Mode heat protection	1 Bit	Activation of the operating mode heat protection
13	Mode frost/heat protection	1 Bit	Activation of the operating mode frost/heat protection

Table 29: Communication object operating mode frost/heat protection

### 6.3.2.5 Priority of the operating modes

The following figure shows the available settings for the priority of the operating modes:

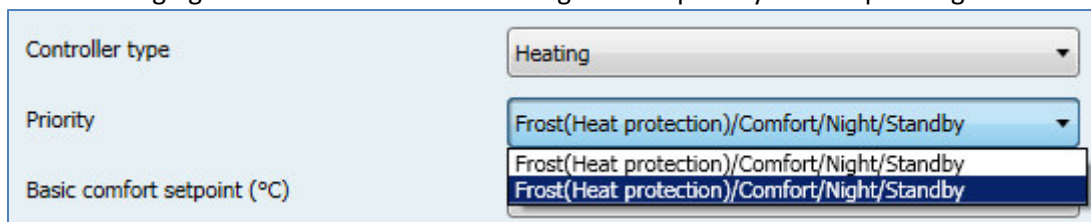


Figure 10: Priority of the operating modes

The chart shows the dynamic range of the priority of the operating modes:

ETS-text	Dynamic range [default value]	comment
Priority	<ul style="list-style-type: none"> <li>▪ Frost/Comfort/Night/Standby</li> <li>▪ Frost/Night/Comfort/Standby</li> </ul>	Adjustment of the priority of the operating modes

Table 30: Parameter priority

The setting of the priority enables to adjust which operating mode shall be switched primarily when more than one operating mode is switched on. At the priority of Frost/Comfort/Night/Standby, the comfort mode will be switched on even if comfort and night is switched on to the same time. The night mode will only be active, when the comfort mode is switched off. now the controller changes automatically to the night mode.

### 6.3.2.6 Operating mode switchover

There are 2 possibilities for the switchover of the operating modes: On the one hand the operating modes can be switched on by their 1 Bit communication object and on the other hand by a 1 Byte object.

The selection of the operating modes by their 1 Bit communication object occurs via a direct selection of their individual communication object. With consideration of the adjusted priority, the operating mode, which was selected via the 1 Bit communication object, is switched on or off. When all operating modes are switched off, the controller changes to the standby mode.

**Example:**

The priority was set as Frost/Comfort/Night/Standby.

Operating mode				adjusted operating mode
Comfort	Night	Frost-/ Heat protection		
1	0	0		Comfort
0	1	0		Night
0	0	1		Frost-/Heat protection
0	0	0		Standby
1	0	1		Frost-/Heat protection
1	1	0		Comfort

Table 31: Example switchover of the operating modes via 1 Bit



The switchover of the operating modes via 1 Byte occurs by only one object, with the size of 1 Byte, the DPT\_HVAC Mode 20.102 of KNX-specification. Additional, there are 2 objects for the visualization available, the 1 Byte object “DPT\_HVAC Status” and the 2 Byte object “DPT\_RHCC Status”. For the switchover of the operating modes, a Hex-value is sent to the object “mode selection”. The object evaluates the received value and switches the belonging operating mode on and the active operating mode off. If all operating modes are switched off (Hex-value=0), the operating mode standby will be switched on.

The Hex-values for the operating modes are shown at the chart:

Operating mode (HVAC Mode)	Hex-Value
Comfort	0x01
Standby	0x02
Night	0x03
Frost/Heat protection	0x04

Table 32: Hex-Values for operating modes

The following example shall clarify how the controller handles received Hex-values and switches operating modes on or off. The chart is to read from the top to the down.

**Example:**

The priority was set as Frost/Comfort/Night/Standby.

received Hex-value	Handling	adjusted operating mode
0x01	Comfort=1	Comfort
0x03	Comfort=0 Night=1	Night
0x02	Night=0 Standby=1	Standby
0x04	Frost-/Heat protection=1 Standby=0	Frost-/Heat protection

Table 33: Example operating mode switchover via 1 Byte

The DPT HVAC Status communication, DPT\_HVAC Status (without number) of KNX-specification, object sends the hex value for the adjusted operating mode. When more than one testify is valid, the hex values are added and the communication object sends the added value. The hex values can be read from visualization afterwards.

The following chart shows the hex values for the single messages:

Bit	DPT HVAC Status		Hex-Value
0	Comfort	1=Comfort	0x01
1	Standby	1=Standby	0x02
2	Night	1=Night	0x04
3	Frost-/Heat protection	1= Frost-/Heat protection	0x08
4			
5	Heating/Cooling	0=Cooling/1=Heating	0x20
6			
7	Frost alarm	1=Frost alarm	0x80

Table 34: Hex-Values DPT HVAC Status

If you heat at the comfort mode, the communication object will send the value 20 (for heating) +1 (for the comfort mode) =21.

The DPT RHCC Status object is an additional 2 Byte status object with additional status messages. If more than one testify is valid, also here the values will be added in the same way as at the HVAC object.

The following chart shows the hex values for the single messages:

Bit	DPT RHCC Status		Hex-Value
0	Error Sensor	1=Error	0x01
7	Heating/Cooling	0=Cooling/1=Heating	0x80
13	Frost alarm	1=Frost alarm	0x2000
14	Heat alarm	1=Heat alarm	0x4000

Table 35: Hex-Values DPT RHCC Status

The Controller reacts always to the value, which was sent last. If you switched the operating mode last via 1 Bit, the controller will react to the switchover by 1 Bit. If you switched the operating mode last via 1 Byte, the controller will react to the switchover by 1 Byte.

The communication objects for the mode selection are shown at the following chart. The first 3 communication objects are for the 1 Bit switchover, the last 3 objects are for the switchover via 1 Byte:

Number	Name	Length	Usage
11	Mode Comfort	1 Bit	Activation of the mode comfort
12	Mode Night	1 Bit	Activation of the mode night
13	Mode Frost/Heat protection	1 Bit	Activation of the mode Frost/ Heat protection
25	DPT_HVAC Status	1 Byte	Visualization of the chosen operating mode
30	DPT_RHCC Status	2 Byte	Visualization measuring/ status of the controller
31	mode selection	1 Byte	Selection of the operating mode

Table 36: Communication objects for the operating mode switchover

### 6.3.2.7 Operating mode after reset

The following figure shows the available settings for the operating mode after reset:

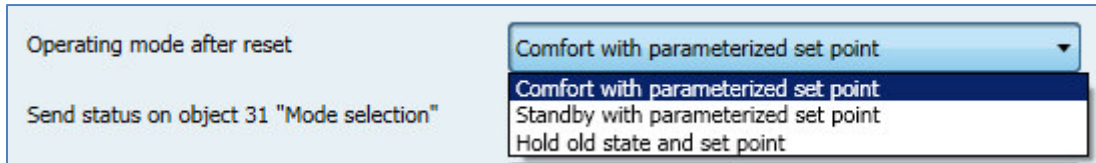


Figure 11: Settings operating mode after reset

The following table shows the available settings for the operating mode after reset:

ETS-text	Dynamic range [default value]	comment
Operating mode after reset	<ul style="list-style-type: none"> <li>▪ <b>Comfort with parameterized setpoint</b></li> <li>▪ Standby with parameterized setpoint</li> <li>▪ Hold old state and setpoint</li> </ul>	Adjustment, which operating mode shall be switched on after a bus power return

Table 37: Operating mode after reset

This parameter defines the operating mode, which shall be adjusted after a bus power return:

- **Comfort with parameterized setpoint**  
After a bus power return, comfort is activated with the setpoint, which was set by the ETS.
- **Standby with parameterized setpoint**  
After a bus power return, standby is activated with the setpoint, which was set by the ETS (Comfort-Setpoint – Standby reduction).
- **Hold old state and setpoint**  
The temperature controller calls the setpoint and mode, which was set before bus power down.

### 6.3.3 Setpoint offset

The following settings are available at the ETS-Software:

Max setpoint offset	3,0 K
Set point value offset via 2Byte object	inactive
Set point value offset via 1Bit object	active
Step range	0,5 K
Max setpoint offset valid for	Comfort
Reset setpoint offset after change of mode	no
Send setpoint change	no

Figure 12: Setpoint offset

The following chart shows the dynamic range for this parameter:

ETS-text	Dynamic range [default value]	comment
Max setpoint offset	0K – 10,0K [3,0K]	indicates the maximal offset
Set point value offset via 2 Byte object	<ul style="list-style-type: none"> <li>▪ inactive</li> <li>▪ active</li> </ul>	Activation of the setpoint offset via 2 Byte object; a temperature difference in Kelvin is sent
Set point value offset via 1 Bit object	<ul style="list-style-type: none"> <li>▪ inactive</li> <li>▪ active</li> </ul>	Activation of the setpoint offset via 1 Bit object; sending a 1 increases the setpoint by the adjusted step range, sending a 0 decreases the setpoint by the adjusted step range
Step range	<ul style="list-style-type: none"> <li>▪ 0,1K-1K</li> <li>▪ <b>0,5K]</b></li> </ul>	Adjustment of the step range for the setpoint offset via 1 Bit object
Max setpoint offset valid for	<ul style="list-style-type: none"> <li>▪ <b>Comfort</b></li> <li>▪ Comfort/Night/Standby</li> </ul>	scope of the setpoint offset
Reset setpoint offset after change of mode	<ul style="list-style-type: none"> <li>▪ <b>No</b></li> <li>▪ Yes</li> </ul>	Adjustment, whether a setpoint offset is still valid after change of operating mode or not
Send setpoint change	<ul style="list-style-type: none"> <li>▪ <b>No</b></li> <li>▪ Yes</li> </ul>	Adjustment, whether a change of mode should be send or not

Table 38: Setpoint offset

The setpoint can be changed manual by the setpoint offset without a new parameterization by the ETS-Software. Therefore, 2 variants are available. On the one hand a new setpoint can be pretended by the communication object "Setpoint comfort". On the other hand the adjusted setpoint can be increased or decreased manual by the communication object "manual setpoint value offset".

At the read in of a new absolute comfort setpoint, the controller becomes a new basis comfort setpoint. The new basic comfort setpoint causes also an adaption of the indirect setpoints at the other operating modes. Through this function it is for example possible to read the actual room temperature as new basic comfort setpoint in. The settings “max setpoint offset”, “max setpoint offset valid for” and “Reset setpoint offset after change of mode” are not valid at this variant of setpoint offset, because the controller becomes a complete new setpoint. Specifying a new value is possible by calling the object “Setpoint comfort”.

The second opportunity of the manual setpoint offset is the movement of the setpoint depending to the current adjusted setpoint. For this variant of setpoint offset, the object “manual setpoint value offset” is used. Sending a positive Kelvin value at this object causes an increment of the current setpoint. Sending a negative Kelvin value at this object causes a decrement of the current setpoint. The setting “max setpoint offset” indicates the maximal possible setpoint movement. If the controller is for example set to a basic comfort setpoint of 3K, the setpoint can only be moved manual in the limits of 18°C and 24°C.

The manual setpoint value offset is also possible via a 1 Bit object. In this case, normal 1 Bit commands are sent to the 1 Bit object „Manual setpoint value offset“. By sending a 1 , the setpoint will be increased by the adjusted step range, sending a 0 decreases the setpoint by the adjusted step range.

The setting “max setpoint offset valid for” defines the scope of the setpoint offset. You can choose whether the setpoint offset is only valid for the comfort mode or also for the night and standby mode. The operating mode frost/ heat protection is always independent of the setpoint offset.

The setting „Reset setpoint after change of mode” indicates whether a setpoint offset shall be maintained after a change of mode or not. If this parameter is deactivated, the device will switch to the adjusted setpoint for the chosen operating mode after every change of mode.

The communication object “Actual setpoint” is for the query of the current setpoint at the actual adjusted operating mode.

The following chart shows the relevant communication objects:

Number	Name	Length	Usage
6	Setpoint comfort	2 Byte	Parameterization of a new absolute comfort setpoint
7	Manual setpoint value offset	2 Byte	Movement of the setpoint depending to the current adjusted basic comfort setpoint
29	Actual setpoint	2 Byte	Readout of the actual adjusted setpoint
32	Manual setpoint value offset	1 Bit	Movement of the setpoint by the adjusted step range

Table 39: Communication objects setpoint offset

### 6.3.4 Disable objects

The following figure shows the available settings for the disable objects:

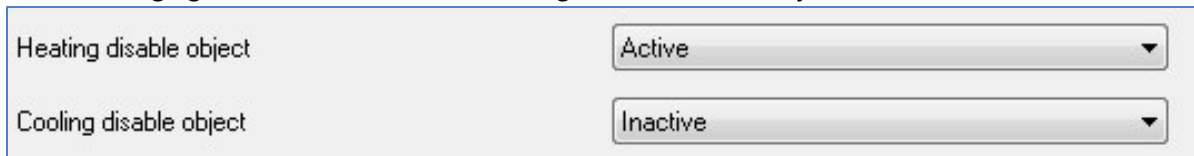


Figure 13: Blocking objects

The following chart shows the dynamic range for this parameter:

ETS-text	Dynamic range [default value]	comment
Heating disable object	<ul style="list-style-type: none"> <li>▪ Inactive</li> <li>▪ Active</li> </ul>	activates the blocking object for the heating process
Cooling disable object	<ul style="list-style-type: none"> <li>▪ Inactive</li> <li>▪ Active</li> </ul>	activates the blocking object for the cooling process

Table 40: Blocking objects

Depending to the adjusted controller type, one or two blocking objects are available. The blocking objects disable the control value. The blocking objects can be used when the heating or cooling system shall be prevented of an unwanted start.

If the heating must not start at special situations, for example when a window is opened, the blocking object can be used. Another usage of this function is for example the manual blocking, for example by a push button, in case of a cleaning process.

The blocking objects have the size of 1 Bit and blocks by sending a logical 1 at the depending communication object.

The chart shows the relevant communication objects:

Number	Name	Length	Usage
14	Heating disable object	1 Bit	blocks the control value heating
15	Cooling disable object	1 Bit	blocks the control value cooling

Table 41: Communication objects blocking objects

### 6.3.5 Heating/Cooling request objects

The following settings are available at the ETS-Software:

Heating request object enabled	No
Cooling request object enabled	Yes

Figure 14: Heating/Cooling request objects

The following chart shows the dynamic range for this parameter:

ETS-text	Dynamic range [default value]	comment
Heating request object enabled	<ul style="list-style-type: none"> <li>▪ No</li> <li>▪ Yes</li> </ul>	activates the communication object for the visualization of a beginning heating process
Cooling request object enabled	<ul style="list-style-type: none"> <li>▪ No</li> <li>▪ Yes</li> </ul>	activates the communication object for the visualization of a beginning cooling process

Table 42: Heating/Cooling request objects

The setting “Heating/Cooling request enabled” can show objects, which indicates a beginning heating or cooling process. So these objects are status objects.

The objects can be used for the visualization of a beginning or ending heating/cooling process. So, for example, a red LED could show a heating process and a blue LED a cooling process.

A further opportunity for the usage is the central switch of a heating or cooling process. So can be realized that all heating devices of a building switch on, when a controller gives out a heating request. The 1 Bit communication object gives as long a 1-signal out as the process is active.

The following chart shows the relevant communication objects:

Number	Name	Length	Usage
17	Heating request	1 Bit	indicates a beginning heating process
18	Cooling request	1 Bit	indicates a beginning cooling process

Table 43: Communication objects heating/cooling request

### 6.3.6 Guiding

The following settings are available at the ETS-Software:

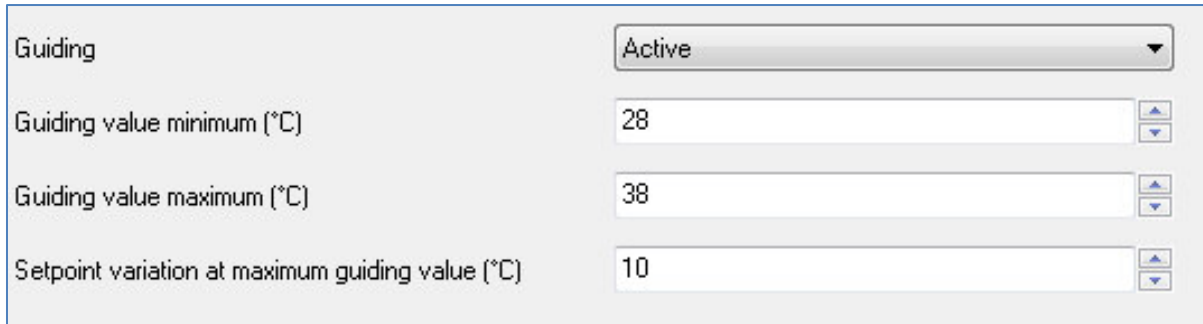


Figure 15: Guiding

The following chart shows the dynamic range for this parameter:

ETS-text	Dynamic range [default value]	comment
Guiding	<ul style="list-style-type: none"> <li>▪ Inactive</li> <li>▪ Active</li> </ul>	activates/deactivates the guiding
Guiding value minimum (in °C)	-100°C – 100°C [28 °C]	minimum value of the guiding
Guiding value maximum (in °C)	-100°C – 100°C [38 °C]	maximum value of the guiding
Setpoint variation at maximum guiding value (in °C)	-100°C – 100°C [10 °C]	Setpoint offset at achievement of the maximum guiding value

Table 44: Guiding

The parameter guiding causes a linear reposition of the control value in dependence of a guiding value, which is measured by an external sensor. With appropriated parameterization a continuous increment or decrement of the control value can be caused.

For adjusting how the guiding shall impact to the control value, three settings are necessary: Guiding value minimum ( $w_{min}$ ), guiding value maximum ( $w_{max}$ ), and setpoint variation at maximum guiding value ( $\Delta X$ ).

The settings for the guiding value maximum ( $w_{max}$ ) and minimum ( $w_{min}$ ) describe the range of temperature in which the guiding starts and ends having impact to the setpoint. The real setpoint offset indicates the following formula:

$$\Delta X = \Delta X_{max} * [(w - w_{min}) / (w_{max} - w_{min})]$$

If the guiding shall cause an increment of the setpoint, you have to adjust a positive value for the setting “Setpoint variation at maximum guiding value”. If you wish a decrement of the setpoint, you have to choose negative value for the setting “Setpoint variation at maximum guiding value”.

The variation of the setpoint  $\Delta X$  is added to the basic comfort setpoint.

A measured temperature value for the guiding above the adjusted maximum value or below the adjusted minimum value has no effect to the setpoint.

So when the value is between the adjusted guiding values ( $w_{max}$  &  $w_{min}$ ) the setpoint is increased or decreased.



The following diagrams shall illustrate the connection between guiding and setpoint:  
(Xsetpoint=new setpoint; Xbasic=basic comfort setpoint)

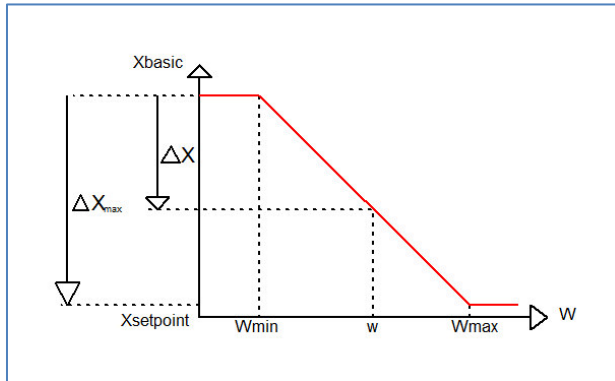


Figure 16: Example Guiding decrement

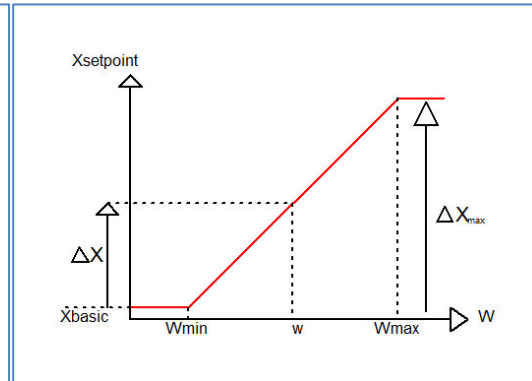


Figure 17: Example Guiding increment

The communication object for the guiding value must be connected to the external measured temperature. Through this object, the guiding becomes the reference value for the guiding process.

The following chart shows the relevant communication objects:

Number	Name	Length	Usage
20	Guiding value	2 Byte	Receiving of the reference temperature for the guiding

Table 45: Communication object guiding

**Example for the usage:**

For the temperature regulation of a room, the setpoint (22°C) shall be increased in a way that at a measured outside temperature range of 28°C to 38°C, the difference of the temperature outside and inside is never more than 6K.

**The following settings must be done at the controller:**

- Basics Comfort setpoint: 22°C
- Guiding: active
- Guiding value minimum: 28 °C
- Guiding value maximum: 38°C
- Setpoint variation at maximum guiding value: 10°C

If the temperature outside increase to value of 32°C now, the setpoint will be increased by the following value:

$$\Delta X = 10^{\circ}\text{C} * [(32^{\circ}\text{C}-28^{\circ}\text{C})/(38^{\circ}\text{C}-28^{\circ}\text{C})] = 4^{\circ}\text{C}$$

So we would have a new setpoint of 22°C+4°C = 26°C.

If the outside temperature reaches the adjusted maximum of 38°C, the setpoint will be 32°C and behave this value even if the temperature would continue to rise.

### 6.3.7 Dead zone

The following settings are available at the ETS-Software:

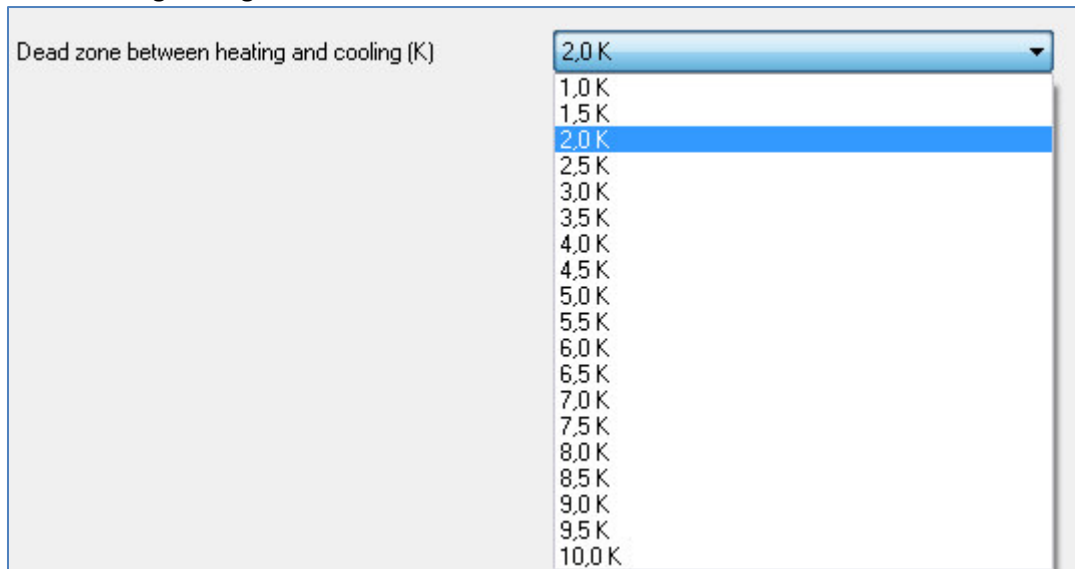


Figure 18: Dead zone

The following chart shows the dynamic range for this parameter:

ETS-text	Dynamic range [default value]	comment
Dead zone between heating and cooling (K)	1,0K – 10,0K [2,0K]	Dynamic range for the dead zone (Range at which the controller does not activate cooling or heating)

Table 46: Dead zone

The settings for the dead zone are only available, when the controller type (have a look at 6.3.1 Controller type) was set as heating and cooling. Now the dead zone can be parameterized. The dead zone describes the range at which the controller neither heats nor cools. So the controller sends no value to the control value, when he is in the dead zone. At the setting for the dead zone, it is to note, that a value which was chosen too small causes many switches between heating and cooling. Whereas, a too big chosen value causes a wide range of the current room temperature. When the controller is set as heating and cooling, the basic comfort setpoint is always the setpoint for heating. The setpoint for the cooling is given by the summation of basic comfort setpoint and dead zone. So, when the basic comfort setpoint is set to 21°C and the dead zone is set to 3K, the setpoint for heating is 21°C and the setpoint for cooling is 24°C.

The dependent setpoints for heating and cooling, so the setpoints for the operating modes standby and night, can be parameterized individually at the controller type heating and cooling. So you can set different values for the night and standby reduction/increase at heating and cooling. These setpoints are calculated in dependence to the basic comfort setpoints.

The setpoints for the frost and heat protection are individually from the dead zone and the other setpoints.

The following illustration shows the correlations between dead zone and the setpoints for the single operating modes.

The following settings are made for this example:

Basic comfort setpoint: 21°C

Dead zone between heating and cooling: 3K

Increase and Reduction standby: 2K

Increase and Reduction night: 4K

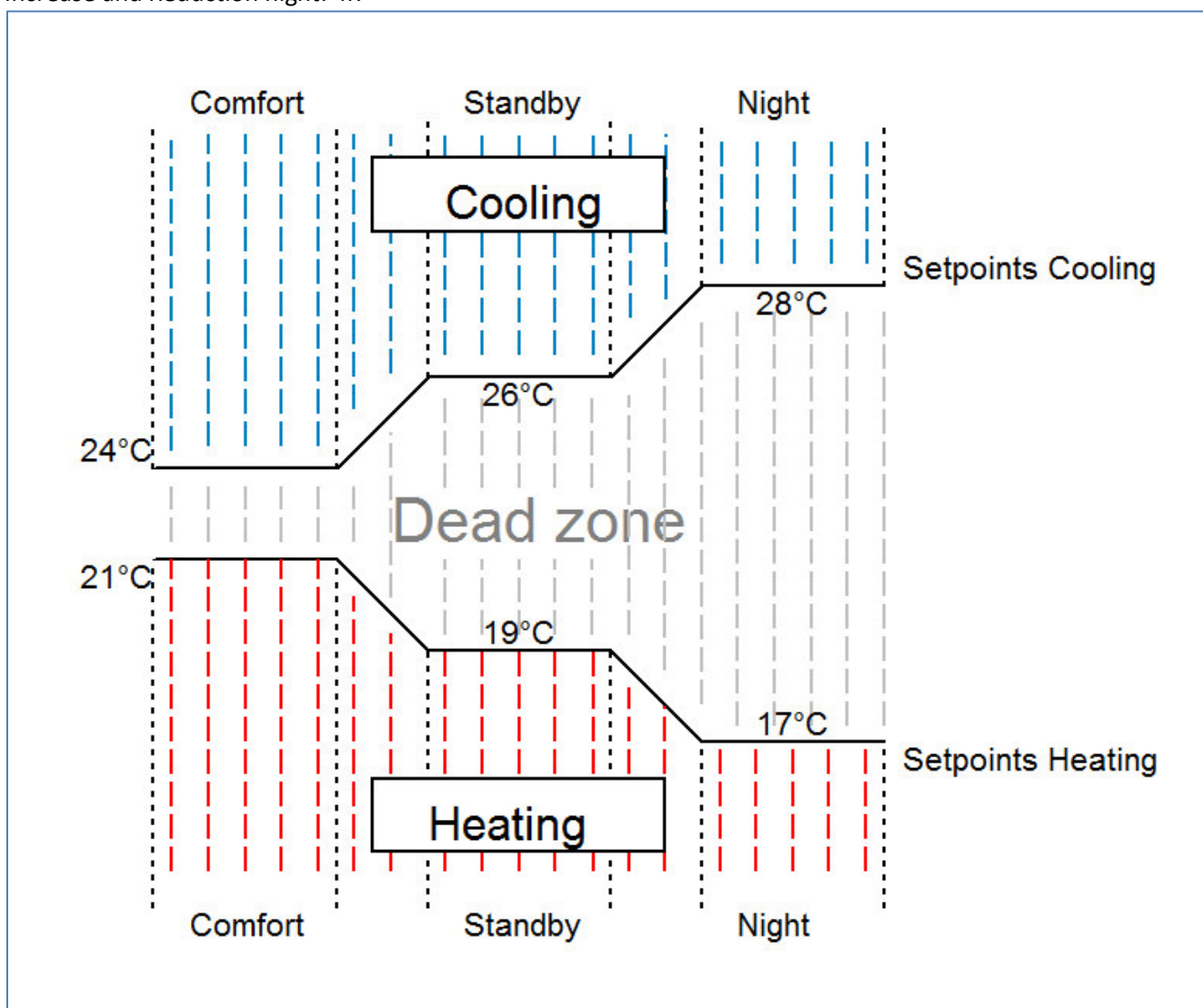


Figure 19: Example dead zone

### 6.3.8 Flow temperature limit

For avoiding fluctuations at the control circuit, an additional flow temperature limit can be activated:

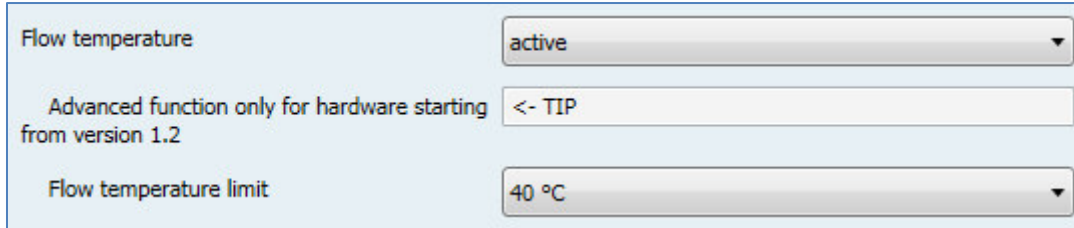


Figure 20: Flow temperature limit

The dynamic range of the flow temperature limit is shown at the following chart:

ETS-text	Dynamic range [default value]	comment
Flow temperature	<ul style="list-style-type: none"> <li>▪ inactive</li> <li>▪ active</li> </ul>	Activation/Deactivation of the flow temperature limitation
Flow temperature limit	10°C-60°C [40°C]	Adjustment of the maximum flow temperature

Table 47: Settings flow temperature limit

The flow temperature limit restricts the actual flow temperature. This allows you, to limit the heating temperature, which is needed in some situations. If for example an underfloor heating must not heat above a certain value to protect the flooring, the heating temperature can be limited by the flow temperature limit. The flow temperature limit needs a second sensor at the flow. This sensor measures the actual flow temperature. The object, which contains the temperature value, must be connected to the object for the flow temperature of the heating actuator. This one limits the flow temperature now, according to the adjusted parameters.

Number	Name	Length	Usage
32	Flow temperature	2 Byte	Reading the flow temperature of an external sensor

Table 48: Communication objects flow temperature limit

The flow temperature limit is set in the menu “Setup general” and is valid for all channels. A flow temperature limitation is only available for the heating mode.

## 6.4 Controller setting

### 6.4.1 Control value

The following settings are available at the ETS-Software:

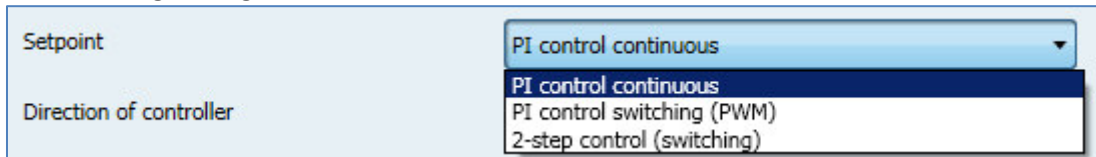


Figure 21: Settings control value

Figure 22: Control value

The following chart shows the dynamic range for this parameter:

ETS-text	Dynamic range [default value]	comment
Control value	<ul style="list-style-type: none"> <li>▪ <b>PI control continuous</b></li> <li>▪ PI control switching (PWM)</li> <li>▪ 2-step control (switching)</li> </ul>	The control variable defines the used control method.

Table 49: Control value

The controller contains of three different controlling methods, which control the control value. Further parameterization options are dependent to the adjusted control method. The following controller can be chosen:

- PI control continuous [6.4.2 PI control continuous]
- PI control switching (PWM) [6.4.3 PI control switching (PWM)]
- 2-step control (switching) [6.4.4 Two-step control (switching)]

The following chart shows the relevant communication objects:

Number	Name	Length	Usage
8	Control value heating	1 Byte/ 1 Bit	controlling of the actuator for heating
8	Control value heating/cooling	1 Byte/ 1 Bit	controlling of the combined actuator for heating and cooling
10	Control value cooling	1 Byte/ 1 Bit	controlling of the actuator for cooling

Table 50: Communication objects control value

According to the adjusted controller type , the control value controls a heating and/or a cooling process. If the control value is chosen as PI control continuous, the communication objects will have the size of 1 Byte, because the object can assume several states. If the control value is chosen as PI control switching or 2-step control, the communication object will have the size of 1 Bit, because the communication object can only assume the states on or off.

### 6.4.2 PI control continuous

The following settings are available at the ETS-Software (here for controller type heating):

Controller settings	
Setpoint	PI control continuous
Direction of controller	normal
Max value of control value	100%
Heating system	Warm water heating (5 K/150 min.)
Use additional level	No

Figure 23: PI control continuous

The following chart shows the dynamic range for this parameter:

ETS-text	Dynamic range [default value]	comment
Direction of controller	<ul style="list-style-type: none"> <li>▪ normal</li> <li>▪ inverted</li> </ul>	indicates the controlling behavior at rising temperature (4.5.5)
Max value of control value	100%; 90%; 80%; 75%; 70%; 60%; 50%; 40%; 30%; 25%; 20%; 10%; 0% [100%]	indicates the output power at maximum amount
Heating system	<ul style="list-style-type: none"> <li>▪ <b>Warm water heating (5K/150 min)</b></li> <li>▪ Underfloor heating (5K/240 min)</li> <li>▪ Split Unit (4K/90min)</li> <li>▪ Adjustment via control parameter</li> </ul>	Adjustment of the used heating system Individual parameterization available by "Adjustment via control parameter"
Cooling system	<ul style="list-style-type: none"> <li>▪ <b>Split Unit (4K/90min)</b></li> <li>▪ Cooling ceiling (5K/240 min)</li> <li>▪ Adjustment via control parameter</li> </ul>	Adjustment of the used cooling system Individual parameterization available by "Adjustment via control parameter"
Proportional range (K)	1K-8K [2K]	By choosing heating/cooling system as "Adjustment via control parameter", the proportional range can be parameterized freely
Reset time (min)	15min – 210 min [150 min]	By choosing heating/cooling system as "Adjustment via control parameter", the reset time can be parameterized freely
Send control value cyclic	Disable, 1 min, 2min, 3min, 4 min, 5min, 10min, 15min, 20min, 30min, 40min, 50min, 60min [Disable]	Activation of cyclic sending of the control value with adjustment of the cyclic time
Use additional level	<ul style="list-style-type: none"> <li>▪ No</li> <li>▪ Yes</li> </ul>	Activation of an additional level available, only for heating (4.5.6)

Table 51: PI control continuous

The PI control continuous is a continuous controlling with proportional amount, the Proportional range, and an integral amount, the reset time. The size of the proportional range is indicated in K, whereas the I-amount is indicated in minutes.

The control value is controlled in steps from 0% to the adjusted maximum (have a look at 4.5.2.1 Max value of control value) for the PI-control. A big deviation causes at normal direction, a big control value to eliminate the deviation as fast as possible.

### *6.4.2.1 Max value of control value*

By the setting “Max value of control value” can be adjusted which maximum value the control value can assume. To prevent switching processes at large control values, a maximum can be defined by the setting “Max value of control value”. So the control value cannot exceed this value.

### *6.4.2.2 Heating/ cooling system*

The control parameter (P-amount and I-amount) are adjusted by the setting for the used heating/ cooling system. You can use preset values, which fit to determined heating or cooling systems, or parameterize the proportional range and the reset time freely. The preset values for the corresponding heating or cooling system are based on empirical values and lead often to good controlling results.

By choosing “Adjustment via control parameter”, the proportional range and the reset time can be parameterized freely. This setting requires a good knowledge in the field of control technology.

### *6.4.2.3 Proportional range*

The proportional range represents the P-component of a controller. The P-component of a controller results in a proportional increase of the control value in accordance to the control difference.

A small proportional band leads to a rapid settling of the error signal. The controller reacts almost abruptly at a small proportional range and set the control variable even for small control differences almost to the max. Value (100%). If the proportional range is too small, the risk of overshooting is very large.

A proportional range of 4K sets the control value to 100% when the error (difference between the setpoint and the current temperature) at 4 ° C. Thus, in this setting would be a deviation of 1 ° C lead to a control value of 25%.

### *6.4.2.4 Reset time*

The reset time represents the I-component of a controller. The I component of a controlling leads to an integral approximation of the actual value to the set point. Short integral means that the controller has a strong I component.

A short integral has the effect that the manipulated variable is quickly approaching the proportional band corresponding to the set control value. A large integral causes a slow approach to this value. Important to note is that a too small reset time can cause an overshoot. Basically can be mentioned, slower systems need a greater reset time.

### *6.4.2.5 Send control value cyclic*

The parameter "Send control value cyclic" causes a cyclic sending of the actual control value. The time shifts between two values can be also parameterized.



### 6.4.3 PI control switching (PWM)

The following settings are available at the ETS-Software (here for controller type heating):

Controller settings	
Setpoint	PI control switching (PwM) ▼
Direction of controller	normal ▼
Max value of control value	100% ▼
Heating system	Warm water heating (5 K/150 min.) ▼
PwM cycletime (min)	10 min ▼
Use additional level	No ▼

Figure 24: PI control switching (PWM)

The PI control switching is a development of the PI control continuous. All settings of the continuous control are also available at the PI control switching. Additional a PWM cycletime can be adjusted.

The following chart shows the dynamic range for this parameter:

ETS-text	Dynamic range [default value]	comment
Direction of controller	<ul style="list-style-type: none"> <li>▪ normal</li> <li>▪ inverted</li> </ul>	indicates the controlling behavior at rising temperature (4.5.5)
Max value of control value	100%; 90%; 80%; 75%; 70%; 60%; 50%; 40%; 30%; 25%; 20%; 10%; 0% [100%]	indicates the output power at maximum amount
Heating system	<ul style="list-style-type: none"> <li>▪ <b>Warm water heating (5K/150 min)</b></li> <li>▪ Underfloor heating (5K/240 min)</li> <li>▪ Split Unit (4K/90min)</li> <li>▪ Adjustment via control parameter</li> </ul>	Adjustment of the used heating system Individual parameterization available by "Adjustment via control parameter"

Cooling system	<ul style="list-style-type: none"> <li>▪ <b>Split Unit (4K/90min)</b></li> <li>▪ Cooling ceiling (5K/240 min)</li> <li>▪ Adjustment via control parameter</li> </ul>	Adjustment of the used cooling system Individual parameterization available by "Adjustment via control parameter"
Proportional range (K)	1K-8K [2K]	By choosing heating/cooling system as "Adjustment via control parameter", the proportional range can be parameterized freely
Reset time (min)	15min – 210 min [150 min]	By choosing heating/cooling system as "Adjustment via control parameter", the reset time can be parameterized freely
Send control value cyclic	Disable, 1 min, 2min, 3min, 4 min, 5min, 10min, 15min, 20min, 30min, 40min, 50min, 60min [Disable]	Activation of cyclic sending of the control value with adjustment of the cyclic time
Use additional level	<ul style="list-style-type: none"> <li>▪ <b>No</b></li> <li>▪ Yes</li> </ul>	Activation of an additional level available, only for heating (4.5.6)
PWM cycletime (min)	5min, 10min, 15min, 20min, 25min, 30min [10min]	describes the whole time off an on-pulse and an off-pulse

Table 52: PI control switching (PWM)

At the pulse width modulation, the controller switches the control value according to the calculated value of the continuous control on and off. Thereby the control watches also the adjusted cycletime. So the control value is converted to a pulse width modulation with only the two conditions "0" and "1".

### 6.4.3.1 PWM cycletime

The cycletime, „PWM cycletime“, serves the controlling for calculating the length of the on-pulse and the off-pulse. This calculation occurs at the base of the calculated continuous value in percent. One PWM cycle contains the time, which elapses from one switching on point to the other.

**Example:** If a control value of 75% is calculated and a cycletime of 10min is adjusted, the control value will be switched on for 7,5min and switched off for 2,5min.

In principle you can say each carrier the system, each bigger the cycletime.

### 6.4.4 Two-step control (switching)

The following settings are available at the ETS-Software (here for controller type heating):

Setpoint	2-step control (switching)
Direction of controller	normal
Hysteresis (K)	2,0 K
Send control value cyclic	5 min
Advanced function only for hardware starting from version 1.2	<- TIP
Use additional level	no

Figure 25: 2-step control (switching)

The following chart shows the dynamic range for this parameter:

ETS-text	Dynamic range [default value]	comment
Direction of controller	<ul style="list-style-type: none"> <li>▪ normal</li> <li>▪ inverted</li> </ul>	indicates the controlling behavior at rising temperature
Hysteresis	0,5K – 5,0K [2,0K]	Setting for the switching off point and the switching on point
Send control value cyclic	<ul style="list-style-type: none"> <li>▪ disable</li> <li>▪ 1min – 60min</li> </ul>	Adjustment if the control value should be sent cyclic; activation is recommended to avoid wrong behavior at loss of telegrams
Use additional level	<ul style="list-style-type: none"> <li>▪ No</li> <li>▪ Yes</li> </ul>	Activation of an additional level possible, only for heating

Table 53: Two-step control (switching)

The 2-step control is the easiest way of controlling. The controller switches the control value only on and off.

The controller switches the control value (for example at heating) on, when the measured temperature falls below a certain temperature. By exceeding a certain temperature, the control value will be switched off again. The points for switching on and off depend to the current adjusted setpoint and the adjusted hysteresis.

The 2-step control is used in situations, where the control value can only have two conditions and the controlled temperature can alternate a bit more.

#### 6.4.4.1 Hysteresis

The setting of the hysteresis is used for calculating the points of switching on and off. This occurs under consideration of the current adjusted setpoint.

**Example:** The controller is adjusted as heating with and a basic comfort setpoint of 21°C and a hysteresis of 2K. So the controller switches the control value, at the mode comfort, on at 20°C and off at 22°C.

To note is that a big hysteresis generates big differences of the room temperature. A small hysteresis can generate an almost permanent switching process, because the points for switching on and off are very close to each other. This can generate a fast consumption of the control value.

### 6.4.5 Direction of controller

The following settings are available at the ETS-Software:

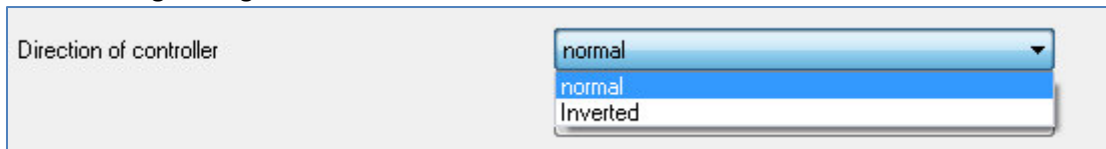


Figure 26: Direction of controller

The direction of the controller describes the behavior of the control value by a changing of the control difference at rising temperature. The control value can react normal or inverted to a rising temperature. The direction of the controller can be adjusted for all control values (PI-control continuous, PI-control switching and 2-Step control).

An inverted control value is for adaption to normally opened valves at the 2-Step control and at the PI-control switching.

An inverted control value means for the single control values, by controller type heating, the following adjustments

- PI-control continuous  
The control value falls at raising regular difference and rises at falling regular difference.
- PI-control switching  
The ratio between duration of switching on to the whole PWM cycletime raise by falling temperature and falls by raising temperature.
- 2-Step control  
The controller switches on at the normal point for switching off and switches off at the normal point for switching on.

### 6.4.6 Additional level

The following settings are available at the ETS-Software:

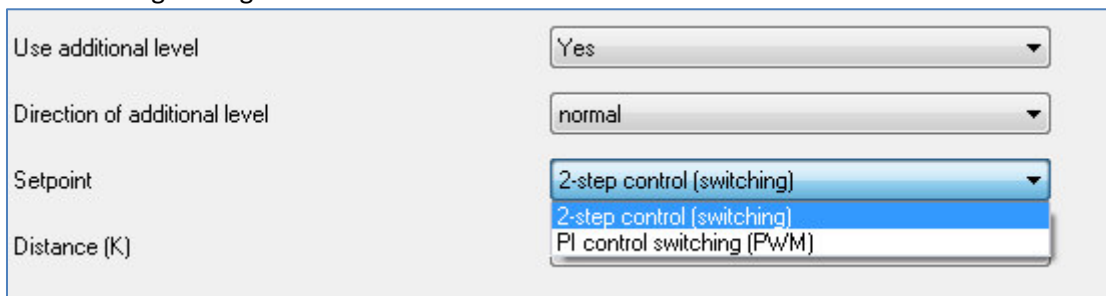


Figure 27: Additional level

The dynamic range for an additional level is shown at the following chart (the setting options are shown, when an additional level is activated):

ETS-text	Dynamic range [default value]	comment
Direction of controller	<ul style="list-style-type: none"> <li>▪ normal</li> <li>▪ inverted</li> </ul>	indicates the controlling behavior at rising temperature (4.5.5)
Control value	<ul style="list-style-type: none"> <li>▪ <b>2-Step control (switching)</b></li> <li>▪ PI control switching (PWM)</li> </ul>	Setting of the used control value
Distance (in K)	1,0K – 10,0K [2,0K]	Distance between the setpoints of the normal controlling and the setpoint for the additional level

Table 54: Additional level

An additional level can only be chosen for heating. The direction of the controller can be chosen for the additional level, too. The control value can be chosen as PI-control switching (PWM) or 2-Step control. So the communication object for the additional level has always the size of 1 Bit. The distance in K describes the setpoint of the additional level. The adjusted distance is deducted from the setpoint of the basic level; the resulting value is the setpoint for the additional level.

**Example:** The controller has the operating mode comfort, with the basic comfort setpoint of 21°C. The distance is adjusted as 2,0K. So the setpoint for the additional level is 21°C-2,0K=19,0°C.

An additional level can be used at carry systems to reduce the warm up time. For example can a radiator be used as additional level for reducing the war up time of an underfloor heating.

The following chart shows the relevant communication object:

Number	Name	Length	Usage
9	Control value additional heating	1 Bit	control value for the additional level

Table 55: Communication object additional level

The following illustration shows the combination of the basic level and the additional level:

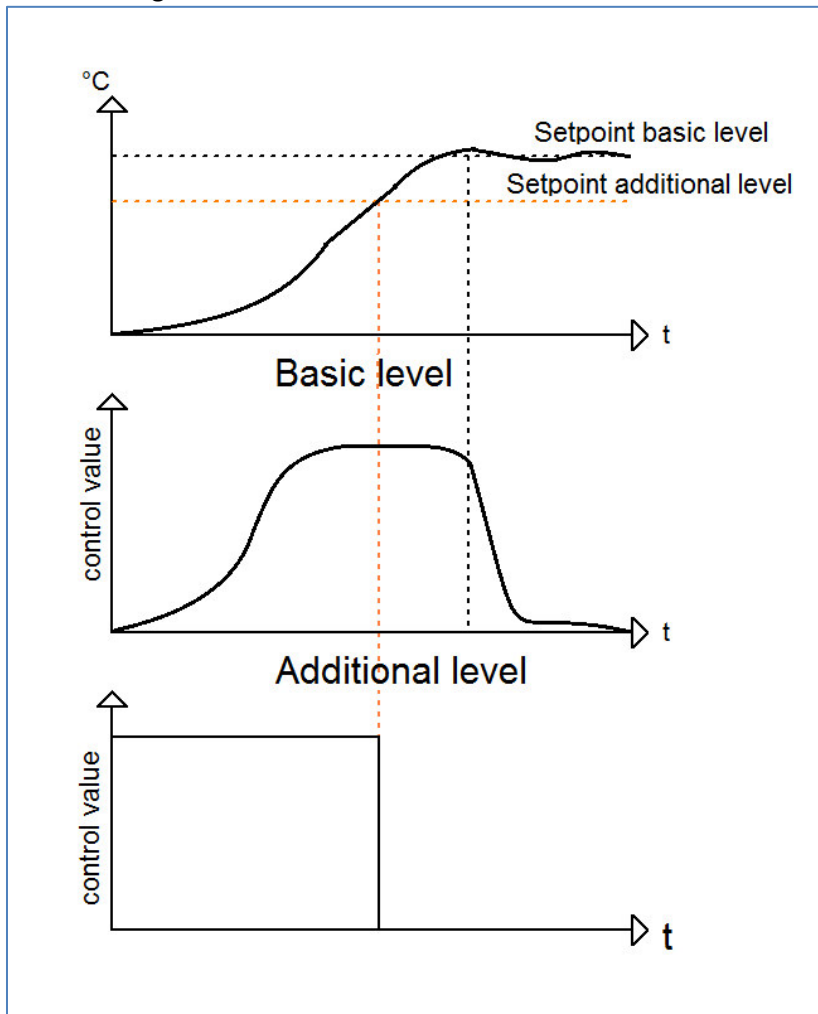


Figure 28: Combination of basic and additional level

### 6.4.7 Additional settings for heating and cooling

The following settings are available at the ETS-Software:

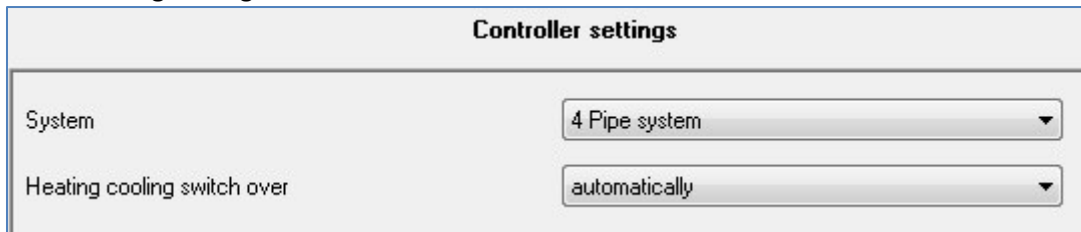


Figure 29: Heating & Cooling

The following chart shows the dynamic range, when the controller type is adjusted as heating and cooling:

ETS-text	Dynamic range [default value]	comment
System	<ul style="list-style-type: none"> <li>▪ 2 Pipe system</li> <li>▪ 4 Pipe system</li> </ul>	Setting for combined or divided heating and cooling circuits
Heating/cooling switch over	<ul style="list-style-type: none"> <li>▪ automatically</li> <li>▪ via object</li> </ul>	Selection between manual and automatic switch over

Table 56: Heating & Cooling

When the controller type (6.3.1 Controller type) is chosen as heating and cooling, the upper shown settings are available.

By the setting for the system, the used system can be chosen. When a combined heating and cooling system is used, the setting 2 Pipe system must be chosen. When a divided system for heating and cooling is used, the setting 4 Pipe system must be chosen.

Furthermore it is possible to choose between an automatic and a manual switch over.

#### 4.5.7.1 - 2 Pipe system

At a common pipe system for heating and cooling, only one communication object for the control value is available. Before changing between heating and cooling, a switchover must occur. The control value can also have only one controller (PI-continuous, PI-switching, 2-Step control). Also the direction must be identical for heating and cooling. But the parameter for the heating and cooling process can be defined individually.



The following illustration shows the setting option for a 2 Pipe system:

Controller settings	
System	2 Pipe system ▼
Heating cooling switch over	automatically ▼
Setpoint	PI control continuous ▼
Direction of controller	normal ▼
Settings heating	
Max value of control value	100% ▼
Heating system	Warm water heating (5 K/150 min.) ▼
Use additional level	No ▼
Settings cooling	
Max value of control value	100% ▼
Cooling system	Split unit (4 K / 90 min.) ▼

Figure 30: 2 Pipe system

#### 6.4.7.2 4 Pipe-System

When a divided pipe system is used, both operations can be parameterized individually. Consequently two communication objects for the control value exist. So it is possible, to control the heating process e.g. via a PI-control continuous and the cooling process e.g. via a 2-step control, because both processes are controlled by different devices.

The following illustration shows the setting options for a 4 Pipe system:

Controller settings	
System	4 Pipe system
Heating cooling switch over	automatically
Settings heating	
Setpoint	2-step control (switching)
Direction of controller	normal
Hysteresis (K)	2,0 K
Use additional level	No
Settings cooling	
Setpoint	PI control continuous
Direction of controller	normal
Max value of control value	100%
Cooling system	Split unit (4 K / 90 min.)

Figure 31: 4 Pipe system

**6.4.7.3 Switchover heating and cooling**

By the setting “heating/cooling switch over” it is possible to adjust whether the controller shall switch automatically or via communication object. At the automatic switchover, the controller evaluates the setpoints and knows because of the adjusted setpoints in which mode the controller is at the moment. When the controller heated before, the controller switches over when the measured temperature rises over the adjusted setpoint for cooling. As long as the controller is at the dead zone between heating and cooling, the heating process remains set, but does not heat as long as the temperature is above the adjusted setpoint for heating.

By choosing the switchover via object, an additional communication object is shown. By this object the switchover can be done. The controller stays as long at the adjusted operating mode until it becomes a signal via the according communication object. As long as the controller is at the heating mode only the setpoint for the heating is watched, also if the controller is, according to its setpoints, already at the cooling mode. A start of the cooling mode is also only possible, when the controller becomes a signal via the communication object.

A “0” switches the heating process on and a “1” switches the cooling process on.

The following chart shows the relevant communication object:

Number	Name	Length	Usage
19	Heating/Cooling switchover	1 Bit	Switchover between heating and cooling 0=cooling; 1=heating

Table 57: Communication object heating and cooling

## 7 Ventilation control

### 7.1 Step switch bit coded

The following figure shows the available settings for the menu step switch:

Ventilation control	Step switch bit coded (toggle switch)
Outputs cyclically send all	Disable
Pause between individual levels [x100ms]	0
Type of thresholds	Control value
Total number of steps	4
Minimum level at day	Level 0
Maximum level at day	Level 4
Minimum level at night	Level 0
Maximum level at night	Level 4
Threshold level 1	10%
Threshold level 2	30%
Threshold level 3	50%
Threshold level 4	70%
Hysteresis	5%
Behavior at lock	Level hold
Behavior when unlocking	no action
Behavior at init	Level 0
Sticking protection (highest level trigger after 24 hours at level 0)	Inactive
Priority	Inactive
Use status object 43 as	1 Bit Venilation active

Figure 32: Step switch - bit coded

### 7.1.1 Day/Night switchover

The following parameters are available:

ETS-text	Dynamic range [default value]	comment
Day/Night switching	<ul style="list-style-type: none"> <li>▪ <b>Value 0 = Day/Value 1 = Night</b></li> <li>▪ Value 0 = Night/Value 1 = Tag</li> </ul>	defines the polarity of the Day/Night object
Minimum level at day	<ul style="list-style-type: none"> <li>▪ Level 0</li> <li>▪ <b>Level 1</b></li> <li>▪ Level 2</li> <li>▪ Level 3</li> <li>▪ Level 4</li> </ul>	defines the minimum level at mode day
Maximum level at day	<ul style="list-style-type: none"> <li>▪ Level 0</li> <li>▪ Level 1</li> <li>▪ Level 2</li> <li>▪ Level 3</li> <li>▪ <b>Level 4</b></li> </ul>	defines the maximum level at mode day
Minimum level at night	<ul style="list-style-type: none"> <li>▪ Level 0</li> <li>▪ <b>Level 1</b></li> <li>▪ Level 2</li> <li>▪ Level 3</li> <li>▪ Level 4</li> </ul>	defines the minimum level at mode night
Maximum level at night	<ul style="list-style-type: none"> <li>▪ Level 0</li> <li>▪ Level 1</li> <li>▪ <b>Level 2</b></li> <li>▪ Level 3</li> <li>▪ Level 4</li> </ul>	defines the maximum level at mode night

Table 58: Day/Night switchover level controller

The day/night switchover limits the minimum/maximum level for the day/night mode. If the ventilation should run at night with only a lower level for limiting the noise or the supply air, this can be realized by using this parameter.

Please mention, that the day/night object is initialized with the value 0 if no other value is received after a restart. You can avoid this problem by querying the value after a restart, have a look at 4 General settings.

The following table shows the relevant communication object:

Number	Name	Length	Usage
27	Switching Day/Night	1 Bit	Switching between day and night mode

Table 59: Communication object Day/Night switchover#

### 7.1.2 Type of thresholds: Control value & Delta T

At the setting „Type of thresholds: Control value“, the ventilation control refers to the current control value of the temperature controller. If the temperature controller is set to heating mode, the thresholds are set due to the object 8 – Control value heating. If the temperature controller is set to cooling mode, the thresholds are set due to the object 9 – Control value heating. In the setting heating and cooling, the control value of the active mode is used.

At the setting „Type of thresholds: Delta T“, the ventilation control calculates the Delta from the measured temperature value, which is sent on object 0, and the current setpoint, which is sent on object 29.

The following settings are available:

ETS-text	Dynamic range [default value]	comment
<b>Type of thresholds: Control value</b>		
Threshold level 1	0% – 100% [10%]	Below this threshold all levels are switched off, above this threshold level 1 is switched on
Threshold level 2	0% – 100% [30%]	Below this threshold level 1 is switched on, above this threshold level 2 is switched on
Threshold level 3	0% – 100% [50%]	Below this threshold level 2 is switched on, above this threshold level 3 is switched on
Threshold level 4	0% – 100% [70%]	Below this threshold level 3 is switched on, above this threshold level 4 is switched on
Hysteresis	0%-20% [5%]	Hysteresis for the switchover of the output stage
<b>Type of thresholds: Delta T</b>		
Threshold level 1	1,0K – 10,0K [2,0K]	Below this threshold all levels are switched off, above this threshold level 1 is switched on
Threshold level 2	1,0K – 10,0K [4,0K]	Below this threshold level 1 is switched on, above this threshold level 2 is switched on
Threshold level 3	1,0K – 10,0K [6,0K]	Below this threshold level 2 is switched on, above this threshold level 3 is switched on
Threshold level 4	1,0K – 10,0K [8,0K]	Below this threshold level 3 is switched on, above this threshold level 4 is switched on
Hysteresis	0,1K-2,0K [0,5K]	Hysteresis for the switchover of the output stage
<b>Type of thresholds: Control value &amp; Delta T</b>		
Total number of steps	2-4 [4]	defines the number of steps for the Ventilation control
Send output cyclic	<ul style="list-style-type: none"> <li>▪ Disable</li> <li>▪ 1 min – 60 min</li> </ul>	Parameter activates the cyclic sending of all output objects

Table 60: Parameter output step-switch

The following figure shows the switching behavior of the outputs as a function of the threshold values:

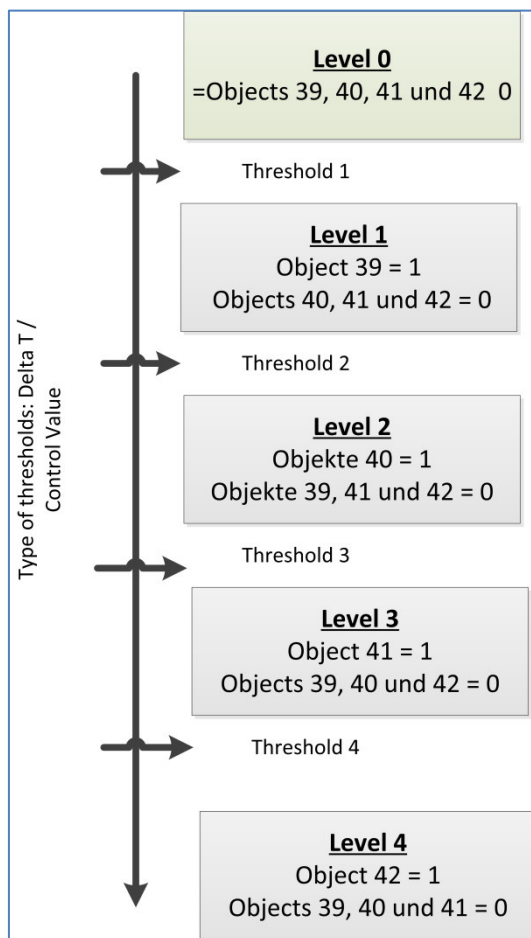


Figure 33: Step-Switch

**Hysteresis**

The hysteresis is used to avoid frequent switching. So would be switched with a hysteresis of 5% and a threshold of 60%ppm at 60% on and at 55% off.

**Send output cyclic**

With this parameter, the cyclic sending of the outputs can be activated. In this case, all output states according to the adjusted time are sent cyclically.

The following table shows the relevant communication objects:

Number	Name	Length	Usage
39	Output level 1	1 Bit	Switching of the first output level
40	Output level 2	1 Bit	Switching of the second output level
41	Output level 3	1 Bit	Switching of the third output level
42	Output level 4	1 Bit	Switching of the fourth output level

Table 61: Communication objects output level controller

### 7.1.3 Type of thresholds: Manual control only

If the parameter “Type of thresholds” is set as follows, the stages will be only activated manual via its communication objects:

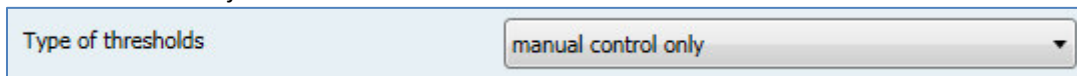


Figure 34: Manual control only

This setting disables automatic control of the levels. The fan speeds can be operated only by objects or via the display.

### 7.1.4 Behavior at lock

The following settings are available:

- **not use**  
The lock function is disabled and no communication object is shown.
- **Level hold**  
The controller holds the current level and the ventilation control is blocked due to further control as long the object has the value 1.
- **send a certain level**  
The controller sets the adjusted level and blocks the ventilation control due to further control as long the object has the value 1.

As soon as the lock function is activated, the behavior of the unlocking can be set:

- **no action**  
The controller remains in the former state.
- **send a certain value**  
The controller sets the adjusted level.
- **restore the old state**  
The controller restores the level, which was active before blocking.

The following table shows the object for the locking function:

Number	Name	Length	Usage
38	Block	1 Bit	blocks the ventilation control

Table 62: Communication object - Lock ventilation control



### 7.1.5 Behavior at Init

The following parameter defines the behavior at the initialization of the device:

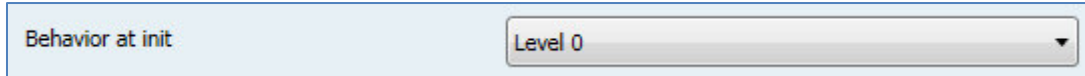


Figure 35: Ventilation Control - Behavior at Init

The behavior at init defines the level, which is called after a reset.

### 7.1.6 Sticking protection

The following parameter activates a sticking protection:

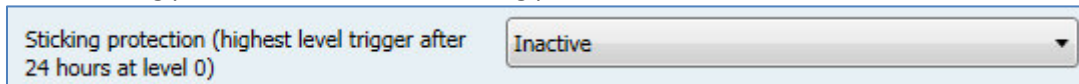


Figure 36: Ventilation Control - Sticking protection

In order to protect the air ventilation in front of a seizing, a stick protection can be enabled. This function runs the ventilation briefly at the highest level, when it was not moved for 24 hours (= level 0).

### 7.1.7 Priority

The priority can call a certain state:

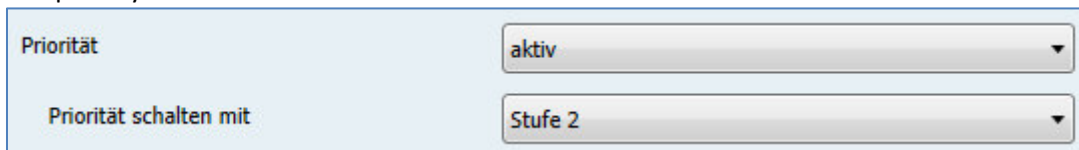


Figure 37: Ventilation Control - Priority

At activating the polarity (value = 1) a certain state is called. The following table shows the communication object for the priority control:

Number	Name	Length	Usage
45	Object priority	1 Bit	Value 1 calls the adjusted level

Table 63: Communication object ventilation control - priority

### 7.1.8 Status

The following parameter activates an object for the state:

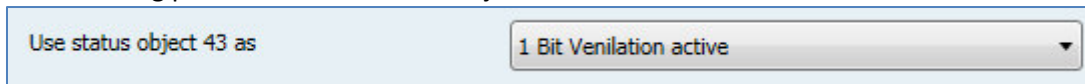


Figure 38: Ventilation control - Status

The following settings are available:

- **1 Byte output**  
 If the state object is parameterized as 1 Byte, the object sends the current level as value, e.g. 1 for level 1, 2 for level 2...  
 At the setting “step-switch as byte”, the current control value is sent.
- **1 Bit Ventilation active**  
 In this case, the value 1 is sent when the ventilation is active and the value 0 when the ventilation is inactive.

### 7.2 Step Switch – binary coded

The step switch binary coded has the same functionality as the normal step switch, described in 7.1 Step switch bit coded. Only the output stage is sent binary, Here, the object 39 is the Bit 0, the object 40 the Bit 1 and the object 41 the Bit

The following table shows the binary coded switching:

normal step-switch	binary value	step-switch binary coded
Level 0	000	Object 39, 40 ,41 = 0
Level 1	001	Object 39 = 1, Objects 40 & 41 = 0
Level 2	010	Object 40 = 1 ,Objects 39 & 42 = 0
Level 3	011	Objects 39 & 40 = 1, Object 41 = 0
Level 4	100	Object 41 = 1 ,Objects 39 & 40 = 0

Table 64: Step-switch binary coded

The following table shows the communication objects for the step switch binary coded:

Number	Name	Length	Usage
39	Bit 0	1 Bit	Switching Bit 0
40	Bit 1	1 Bit	Switching Bit 1
41	Bit 2	1 Bit	Switching Bit 2

Table 65: Communication object step switch binary coded

### 7.3 Step switch simply

The step switch simply has the same functionality as the normal step switch, described in 7.1 Step switch bit coded. Only the output stage is different. At each increase of a stage, the previous level and the new level is turned on. This behavior becomes also clear from the communication objects:

Number	Name	Length	Usage
39	Level 1	1 Bit	Switching level 1
40	Level 1+2	1 Bit	Switching level 1+2
41	Level 1+2+3	1 Bit	Switching level 1+2+3
42	Level 1+2+3+4	1 Bit	Switching level 1+2+3+4

Table 66: Communication objects - step switch simply

### 7.4 Step switch as Byte

The “Step switch as Byte” contains of a steady output value. Up to 4 levels can be defined with an absolute value (0-100%). The fifth level is the off-state, which sends the value 0%.

The following figure shows an example for the output of the step switch as Byte:

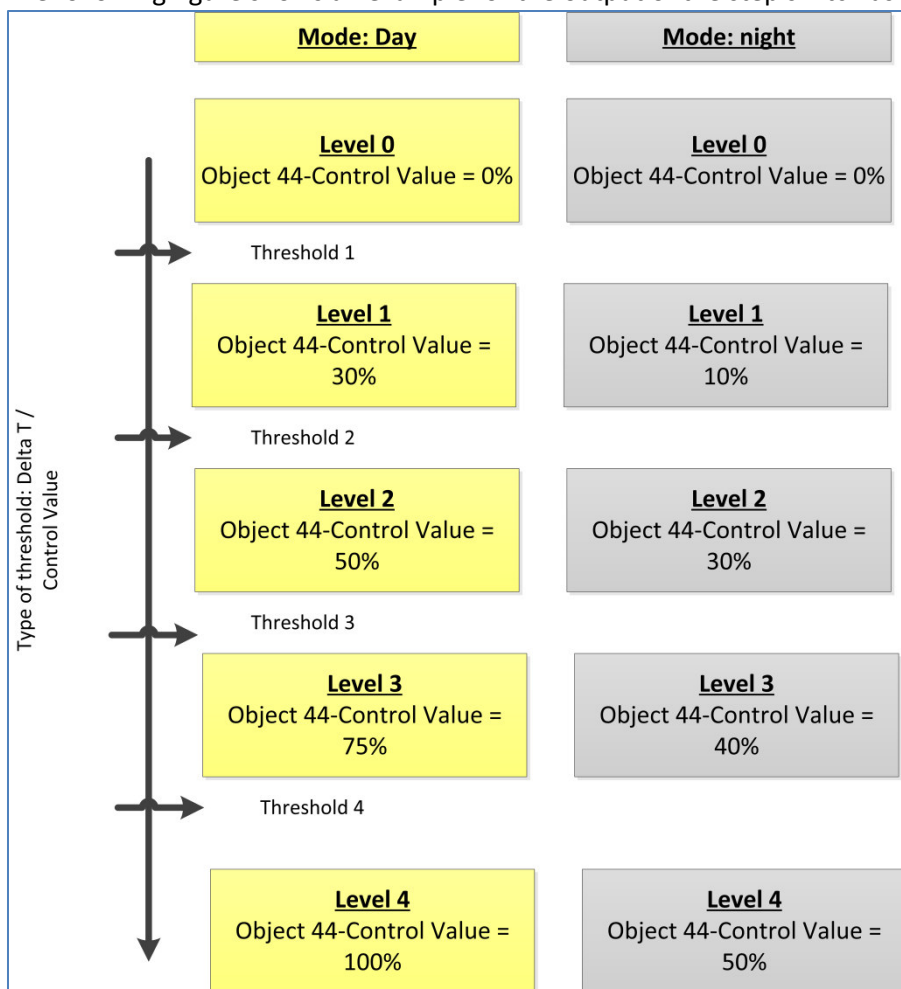


Figure 39: Example output - Step switch as Byte

However, please note that the settings for the minimum / maximum value for the day / night operation are priorities and can limit the settings for the output.

The following table shows the communication object for the step switch as Byte:

Number	Name	Length	Usage
44	Control value	1 Byte	Control value for an actuator

Table 67: Communication object - Step switch as Byte

All other features are identical to those described under 7.1 Step switch bit coded.

## 7.5 External Control (Slave)

At the external control, the glass central operation unit works as slave, that means as display and switch for the ventilation control. The calculation of the current ventilation level is done from another KNX-device.

The following settings are available:

ETS-text	Dynamic range [default value]	comment
Total number of steps	2-4 [4]	Defines the number of steps (for the visualization on the display)

Table 68: Settings external control

At the operating mode „external control (Slave)“ the current ventilation level is set via the object 43. The Central operation unit works only as switch and display for the FanCoil control.

The following table shows the available communication objects for the external control:

Number	Name	Length	Usage
38	Block	1 Bit	Display of the current block state
43	1 Byte current ventilation level	1 Byte	Input for setting the current ventilation level
45	Object priority	1 Bit	Display of the current priority state
46	Switch automatic	1 Bit	Switchover and display of the mode
47	Control levels manually	1 Bit	Sending of Up/Down commands for the master

Table 69: Communication Objects - external control(Slave)

## 8 Key functions

### 8.1 Buttons grouped

The table shows the available settings when the buttons are selected as grouped:

ETS-text	Dynamic range [default value]	comment
Button C/D	<ul style="list-style-type: none"> <li>▪ <b>Dimming</b></li> <li>▪ Shutter</li> <li>▪ Switch</li> </ul>	Operating mode of the channel
Dimming function A/B	<ul style="list-style-type: none"> <li>▪ <b>Brighter/Darker</b></li> <li>▪ Darker/Brighter</li> </ul>	Defines which channel should dim up and which should dim down
Shutter function A/B	<ul style="list-style-type: none"> <li>▪ <b>Up/Down</b></li> <li>▪ Down/Up</li> </ul>	Defines which channel should drive the shutter a down and which up
Switch function A/B	<ul style="list-style-type: none"> <li>▪ <b>On/Off</b></li> <li>▪ Off/On</li> </ul>	Defines which channel should switch off and which on

Table 70: Buttons grouped

By choosing channels as grouped, two channels become one common function. The grouped function is called dual surface, like dual surface dimming, and dual surface shutter. In contrast to the single surface functions, one action can be performed independent from the other one. One input performs always one function. The assignment for the buttons can be made individually, so it is possible to configure which button should for example drive the shutters up and which down.

### 8.1.1 Dimming

The dual surface dimming function (channels grouped) is for controlling dimming actuators by start-stop dimming commands.

The following parameters are visible, when a pair of channels is chosen as dimming-function:

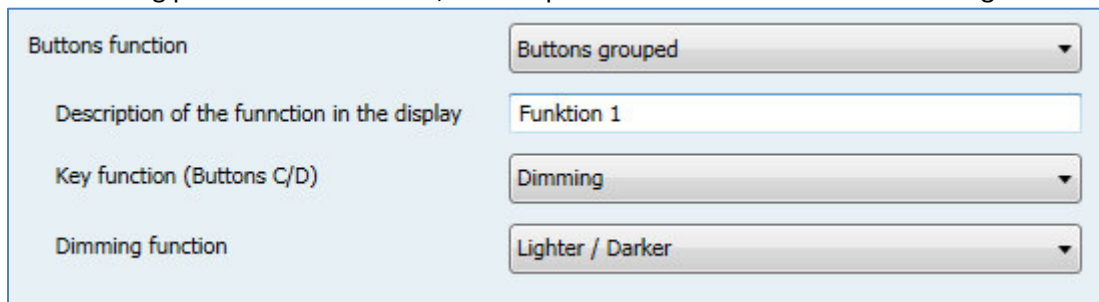


Figure 40: Buttons grouped -dimming

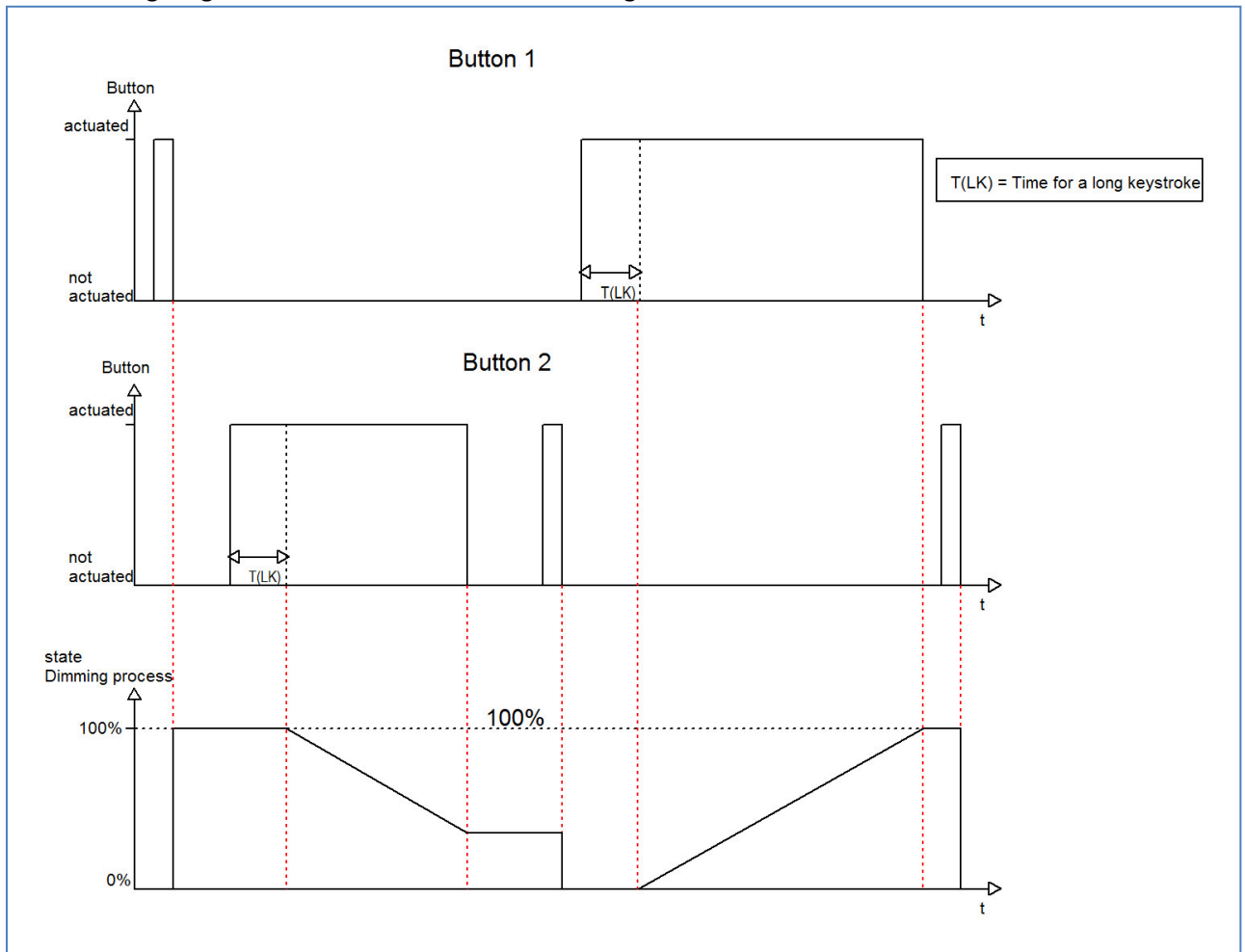
The following table shows the communication objects for this setting:

Number	Name	Length	Usage
62	Dimming On/Off	1 Bit	Switching function of the dimming process; action for a short keystroke
63	Dimming	4 Bit	Dimming function; action for a long keystroke
64	Status dimming value	1 Byte	Status from the dimming actuator; must be connected with the state of the dimming actuator to show the right value on the display

Table 71: Communication objects - buttons grouped dimming function

The polarity of the buttons can be switched via the parameter “Dimming function”.

The following diagram shows the dual surface dimming function:



### 8.1.2 Shutter

The shutter function for grouped buttons is used for controlling shutters. The following settings are available at this function:

Buttons function	Buttons grouped
Description of the function in the display	Funktion 1
Key function (Buttons C/D)	Shutter
Shutter function	Up, Down
Operating function	Long=Moving / Short=Stop/Slats Open/Close

Figure 41: Buttons grouped - Shutter

Number	Name	Length	Usage
62	Shutter Down/Up	1 bit	Driving function for the shutter function
63	Stop/Slats Open/Close	1 bit	Stop-function/ Slat adjustment
64	Status absolute position	1 Byte	Status for the current position; must be connected with the state of the shutter actuator for showing the right state on the display

Table 72: Communication objects - Shutter grouped

The parameter “shutter function” switches the polarity of the buttons C/D and the parameter “Operating function” switches the commands for a long and a short keystroke.



### 8.1.3 Switch

The values for on and off can be assigned freely at the switching function for the grouped channels. If you adjust a pair of channel as switch, the following parameters will be shown:

Buttons function	Buttons grouped
Description of the function in the display	Funktion 1
Key function (Buttons C/D)	Switch
Switch function	on / off

Figure 42: Buttons grouped - Switching

Simple functions, like an alternating circuit, can be programmed easily by using the grouped switch function. The 1 bit communication object sends in dependence of the parameterization a 0- or a 1-signal for the first button and the inverted signal for the second channel. So you can chose which channel should switch off and which should switch on.

The following chart shows the corresponding communication object:

Number	Name	Length	Usage
62	Switch On/Off	1 Bit	Switching object for the grouped switching function

Table 73: Communication object - grouped switching

## 8.2 Buttons separately

### 8.2.1 Switch

#### 8.2.1.1 Switch on key press

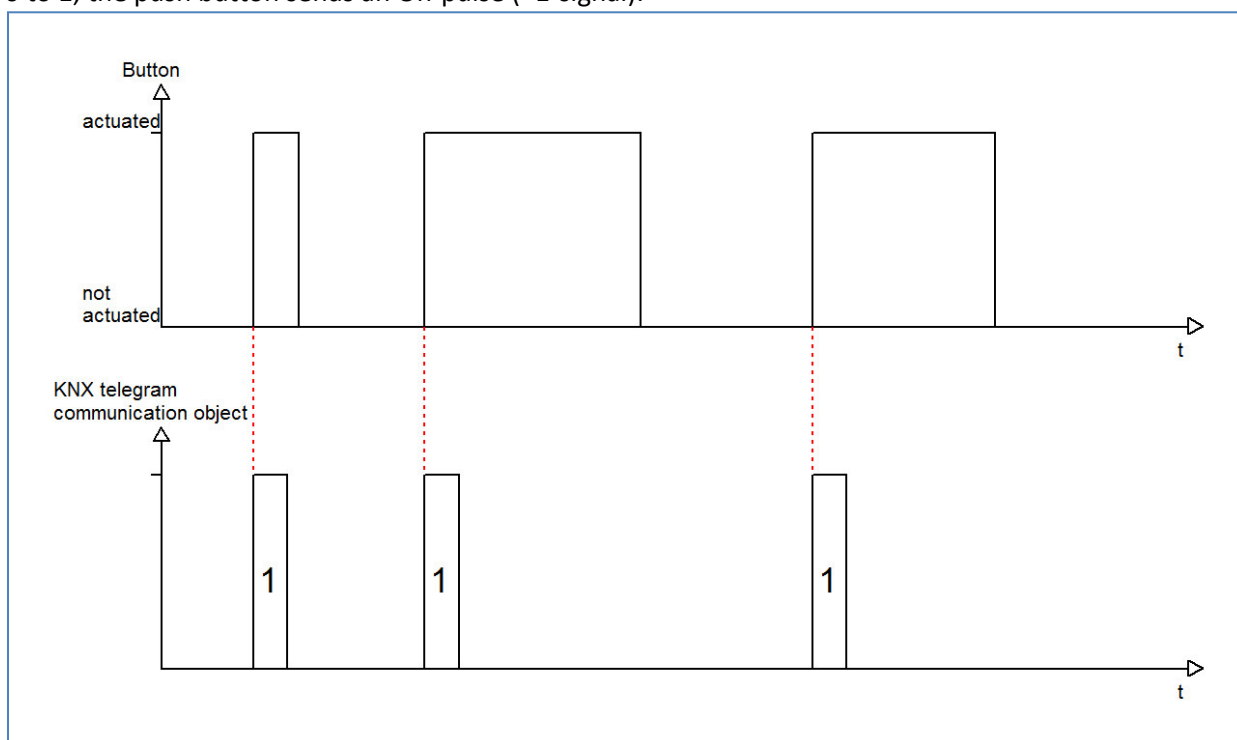
The following settings are available for the function “Switch”, sub function “Switch on key press”:

ETS-text	Dynamic range [default value]	comment
Value for key operation	<ul style="list-style-type: none"> <li>▪ On</li> <li>▪ Off</li> </ul>	Switches On/Off at key press

Table 74: Switch on key press

The sub-function “switch by push” or “switch by release” sends only a signal at the adjusted action. You can parameterize whether a 0-signal or a 1-signal should be sent. There is no inverted signal at subsiding the edge. This function always sends only one adjusted signal.

The following diagram shows this sub-function for switch by push. As soon as the state changes from 0 to 1, the push button sends an On-pulse (=1-signal):



The following chart shows the corresponding communication object:

Number	Name	Length	Usage
62	Switch	1 Bit	Switching function

Table 75: Communication object - Buttons separately - Switch on key press

### 8.2.1.2 Toggle on key press

The sub function “Toggle on key press” switches at every key press. That means the current object value is inverted at every key press and sent afterwards.

The following table shows the communication object for this function:

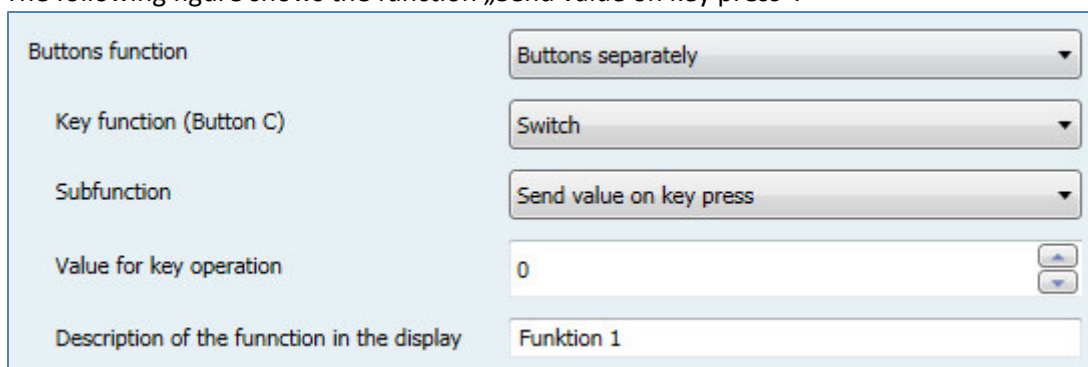
Number	Name	Length	Usage
62	Switch	1 Bit	Switching function
63	Value for toggle	1 Bit	Status object, receives the state of the actuator

Table 76: Communication object - Toggle on key press

For sending always the right signal, the switching function must get a notification of the actuator, which should be switched. For getting this notification, the object “value for toggle” must be connected with the state of the actuator.

### 8.2.1.3 Send value on key press

The following figure shows the function „Send value on key press“:



The screenshot shows a configuration window with the following fields:

- Buttons function: Buttons separately
- Key function (Button C): Switch
- Subfunction: Send value on key press
- Value for key operation: 0
- Description of the function in the display: Funktion 1

Figure 43: Send value on key press

The parameter „Value for key operation“ defines the value, which is sent at a key press:

ETS-text	Dynamic range [default value]	comment
Value for key operation	0-255 [0]	Setting which value should be sent on a key press

Table 77: Value for key operation

The following table shows the communication object for this parameter:

Number	Name	Length	Usage
62	Send value	1 Byte	sends the adjusted value

Table 78: Communication object - Send value on key press

### 8.2.2 Scene

The scene function calls scenes, which are saved in actuators. Scene numbers in the push button and the actuators must be identical. It is possible to save scenes by a long keystroke if the saving function was activated.

The following illustration shows the setting options for this parameter:

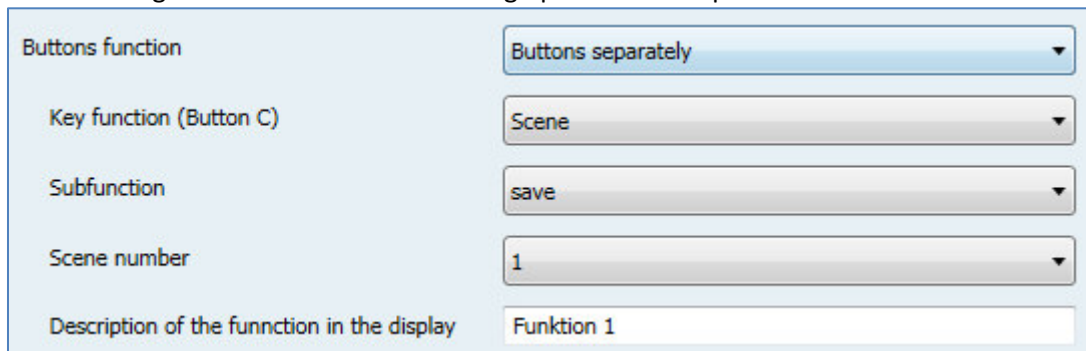


Figure 44: Scene function

The table shows the available settings for the parameter scene:

ETS-text	Dynamic range [default value]	comment
Subfunction	<ul style="list-style-type: none"> <li>▪ no save</li> <li>▪ <b>save</b></li> </ul>	Saving function can be selected via a long key stroke
Scene number	1-64 [1]	Scene number must be identical with the one in the actuator

Table 79: Scene function

The following table shows the available communication objects:

Number	Name	Length	Usage
64	Scene	1 Byte	calls the adjusted scene

Table 80: Communication object - scene function

The scene function calls scenes, which were stored in actuators. Scenes contain of parameterized states of several actuators, which can be called with only one keystroke by using the scene function. Additional to the call of scenes, scenes can be saved at the call of a push button by a long keystroke. When the saving function was activated, a long keystroke at the push button saves the current state of the actuators to the depending scene.

For calling a scene or saving a new value for the scene, you have to send the accordingly code to the relevant communication object for the scene:

Scene	Retrieve		Save	
	Hex.	Dec.	Hex.	Dec.
1	0x00	0	0x80	128
2	0x01	1	0x81	129
3	0x02	2	0x82	130
4	0x03	3	0x83	131
5	0x04	4	0x84	132
6	0x05	5	0x85	133
7	0x06	6	0x86	134
8	0x07	7	0x87	135
9	0x08	8	0x88	136
10	0x09	9	0x89	137
11	0x0A	10	0x8A	138
12	0x0B	11	0x8B	139
13	0x0C	12	0x8C	140
14	0x0D	13	0x8D	141
15	0x0E	14	0x8E	142
16	0x0F	15	0x8F	143
17	0x10	16	0x90	144
18	0x11	17	0x91	145
19	0x12	18	0x92	146
20	0x13	19	0x93	147
21	0x14	20	0x94	148
22	0x15	21	0x95	149
23	0x16	22	0x96	150
24	0x17	23	0x97	151
25	0x18	24	0x98	152
26	0x19	25	0x99	153
27	0x1A	26	0x9A	154
28	0x1B	27	0x9B	155
29	0x1C	28	0x9C	156
30	0x1D	29	0x9D	157
31	0x1E	30	0x9E	158
32	0x1F	31	0x9F	159

Table 81: Calling and saving scenes

### 8.2.3 Switch short/long

The parameter switch short/long can assign the push button different switching processes for a long and a short keystroke.

The following illustration shows the sub-functions for this parameter:

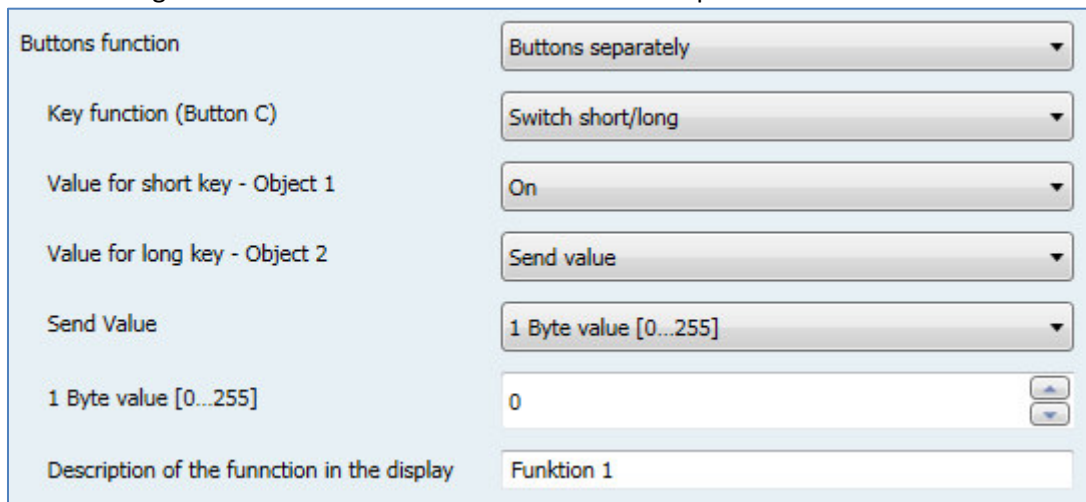


Figure 45: Parameter switch short/long

The table shows the available settings for this function:

ETS-text	Dynamic range [default value]	comment
Value for short key – Object 1	<ul style="list-style-type: none"> <li>▪ On</li> <li>▪ <b>Off</b></li> <li>▪ Toggle</li> <li>▪ Send value</li> <li>▪ Nothing</li> </ul>	Action for a short keystroke
Value for long key – Object 2	<ul style="list-style-type: none"> <li>▪ On</li> <li>▪ Off</li> <li>▪ Toggle</li> <li>▪ Send value</li> <li>▪ <b>Nothing</b></li> </ul>	Action for a long keystroke

Table 82: Parameter switch short/long

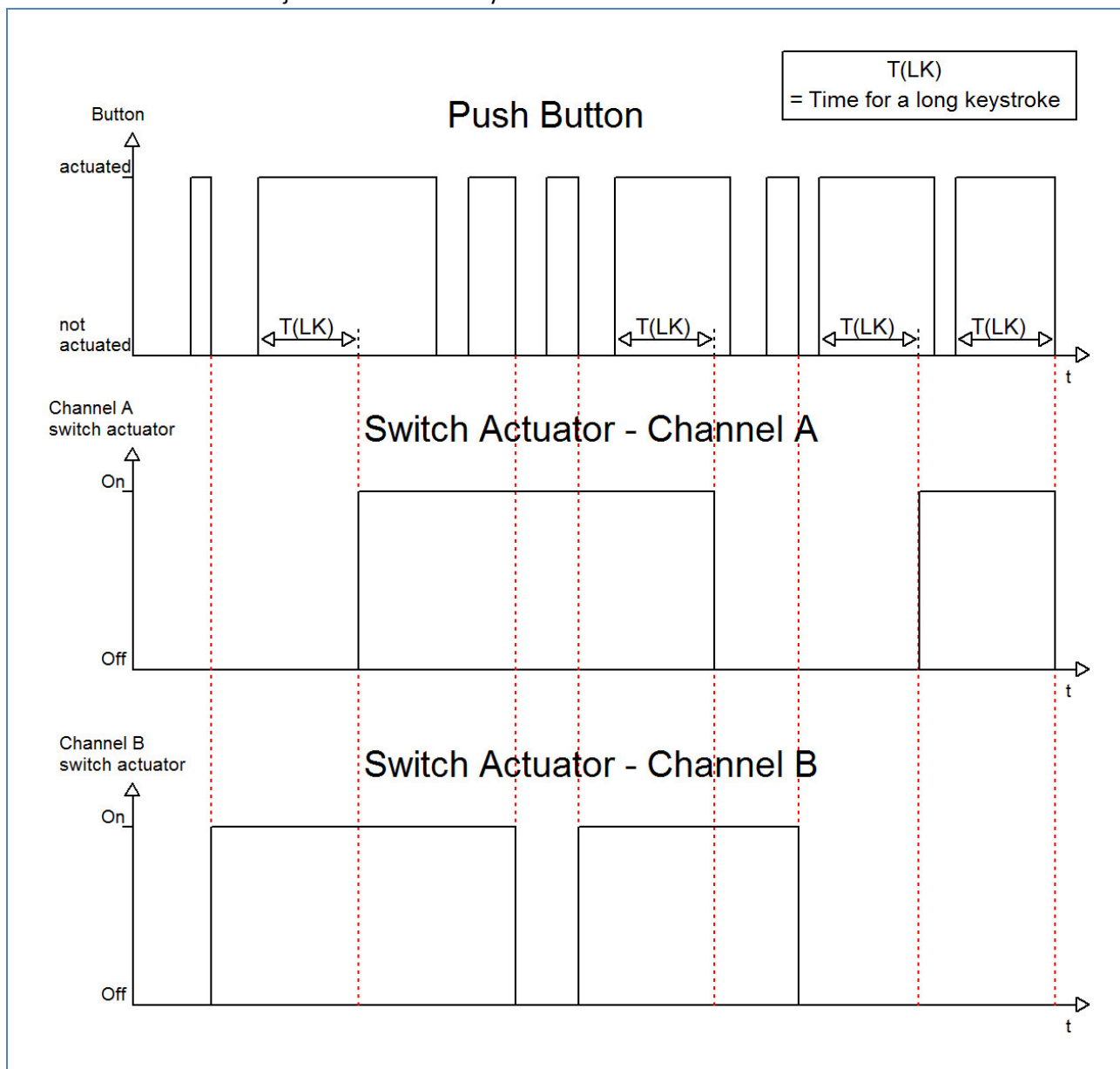
The table shows the communication objects for this function:

Number	Name	Length	Usage
62	Short key press	1 Bit/ 1 Byte	Function for a short key press
64	Long key press	1 Bit/ 1 Byte	Function for a long key press

Table 83: Communication objects - Switch short/long

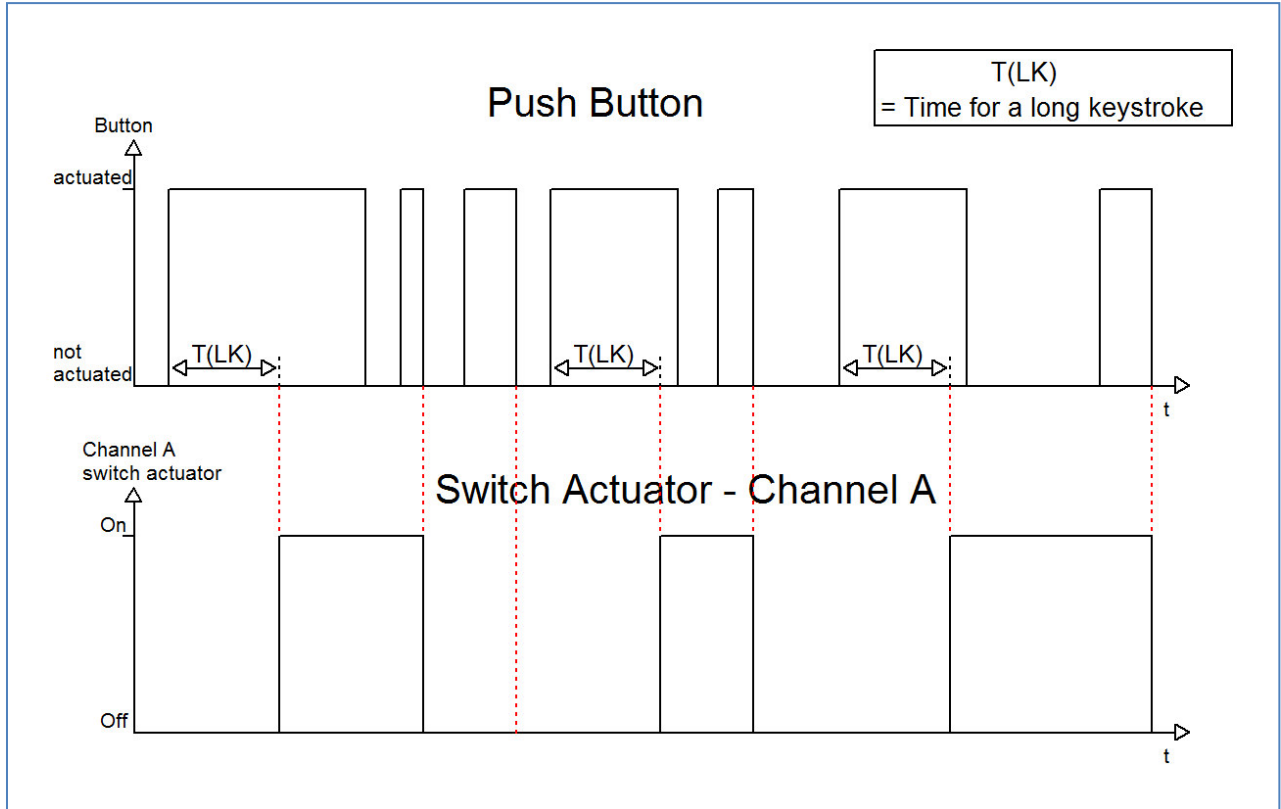
The parameter “switch short/long” can control for example two channels of an actuator by using only one button. Furthermore you can switch a channel with a long keystroke on and with a short keystroke off. For both objects, a function can be set individually. Therefore the sub-functions on, off, toggle and nothing are available. Two communication objects are displayed, which can be connected in any way. By activating the sub-function “toggle” an additional communication object appears, called “value for toggling”. This object is a status object for the push button and must be connected to the status-object of the actuator.

The following diagram shows the behavior of this parameter. Both objects (push-button and push-button long) were set to toggle. The object for the long keystroke is connected to channel A of the switch actuator and the object for the short keystroke is connected to channel B:



In this example the push button toggles Channel B with a short keystroke. The Channel A does not react to a short keystroke. This one reacts only at a long keystroke with toggling.

The following diagram shows a further application example for this parameter. In this example, the object for a long keystroke switches the channel A of a switch actuator on. A short keystroke switches the channel off. The three communication objects were connected in only one group address:





### 8.2.4 Toggle Heating/Cooling

The following parameter shows the setting toggle heating/cooling:

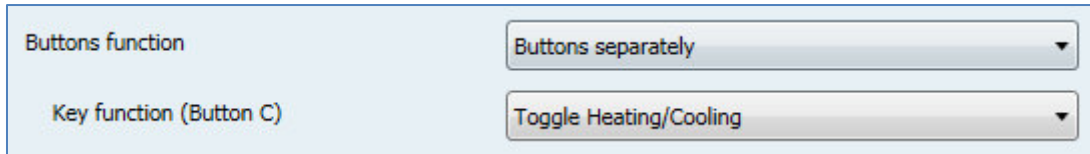


Figure 46: Toggle heating/cooling

The function „Toggle heating/cooling“ switches between heating and cooling. The function works like a normal switching function, but its representation in the display is optimized for heating/cooling switchover.

The following table shows the communication objects for this function:

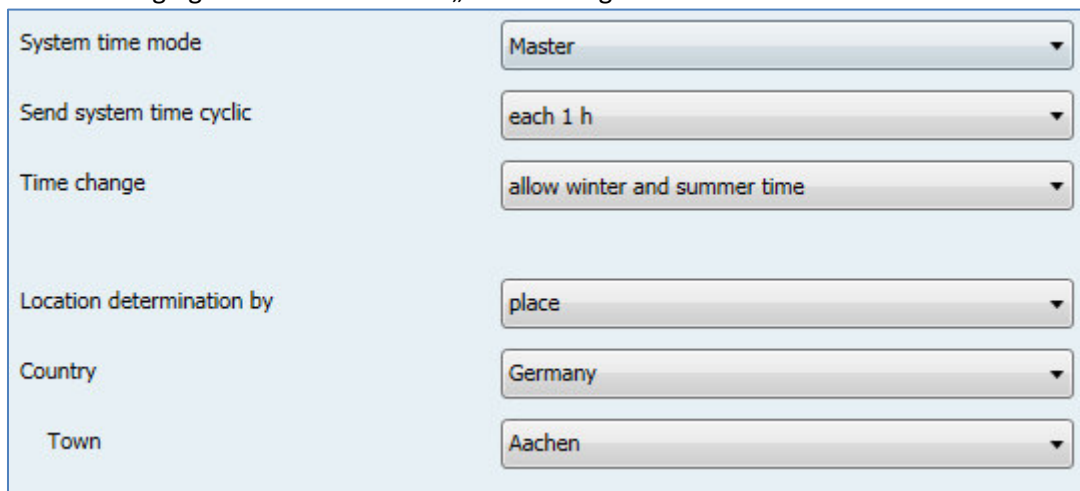
Number	Name	Length	Usage
62	Toggle Heating/Cooling	1 Bit	Switching between heating and cooling
63	Value for toggle	1 Bit	Status object, should be connected with the state of the controller

Table 84: Communication object - Toggle heating/cooling

## 9 Time Switch

### 9.1 Time settings

The following figure shows the menu „Time settings“:



The screenshot shows a configuration menu with the following items:

- System time mode: Master
- Send system time cyclic: each 1 h
- Time change: allow winter and summer time
- Location determination by: place
- Country: Germany
- Town: Aachen

Figure 47: Menu "Time settings"

The following settings are available for the time of day:

ETS-text	Dynamic range [default value]	comment
System time mode	<ul style="list-style-type: none"> <li>▪ <b>Master</b></li> <li>▪ Slave</li> </ul>	<p><b>Master:</b> The timer sends the time for all devices at the KNX-system.</p> <p><b>Slave:</b> The timer receives the time from any master device.</p>
<b>At Master mode:</b> Send system time cyclic:	<ul style="list-style-type: none"> <li>▪ never</li> <li>▪ 10min – 24h</li> </ul> <p style="text-align: center;"><b>[1h]</b></p>	defines the sending interval of the time(setting only for master mode available)
<b>At Slave mode:</b> Query time after reset	<ul style="list-style-type: none"> <li>▪ <b>No</b></li> <li>▪ Yes</li> </ul>	defines if the time should be queried after a reset(setting only for slave mode available)
Time change	<ul style="list-style-type: none"> <li>▪ <b>allow winter and summer time</b></li> <li>▪ no winter and summer time</li> </ul>	defines if the timer switches automatically between summer to winter time

Table 85: Settings time

In addition to the settings for the time settings, the settings for the astro function can be made in this menu. The astro function allows the calculation of sunrise and sunset times. Sunrise and sunset can then be used for time switch channels as cycle time.

The following settings are available:

ETS-text	Dynamic range [default value]	comment
Location determination by	<ul style="list-style-type: none"> <li>▪ place</li> <li>▪ coordinates</li> </ul>	Adjustment if the location should be determined by place or coordinates
<b>Determination by place:</b>		
Country	Adjustment of the country	
Town	Adjustment of the town	
<b>Determination by coordinates:</b>		
Latitude	<ul style="list-style-type: none"> <li>▪ north</li> <li>▪ south</li> </ul>	Determining whether north or south latitude to be counted
Latitude in degrees	▪ 0-90°	Determination of the latitude
Latitude in minutes	▪ 0'-59'	Determination of the minutes
Longitude	<ul style="list-style-type: none"> <li>▪ east</li> <li>▪ west</li> </ul>	Determining whether east or west longitude to be counted
Longitude in degrees	▪ 0-180°	Determination of the longitude
Longitude in minutes	▪ 0'-59'	Determination of the minutes
Time difference from universal time(UTC+...)	Adjustment of the time zone	

Table 86: Adjustment of the astro function

The following table shows the relevant communication objects. At the slave mode, the timer must receive the state on the objects. At the master mode, the timer sends the current state on the objects.

Number	Name	Length	Usage
54	Time	3 Byte	Send receive of the time
55	Date	3 Byte	Send receive of the date
56	Date and Time	8 Byte	Send receive of the date and time

Table 87: Communication objects - Date/Time

The following picture shows the time in the standby mode:



- 1 = calculated sunrise
- 2 = calculated sunset

## 9.2 General time-switch settings

The following picture shows the menu “Functions of Time Switch” in which the general settings for the time switch can be done:

Description of menu "Time Switch"	Time switch
Settings for Time Switch	fixed via application
Catch up switch times on restart	inactive
Catch up switch times at time change	inactive
Catch up switch times at unlocking	inactive
Vacation function	inactive
Description of function "Switch"	Switth
Description of function "Dimming"	Dimming
Description of function "Shutter"	Shutter
Description of function "Scenes"	Scenes
Description of function "Values"	Values
Function 1	active
Function 2	inactive
Function 3	inactive
Function 4	inactive
Function 5	inactive

Figure 48: Menu "Functions of the time-switch"

The following table shows the available settings:

ETS-text	Dynamic range [default value]	comment
Description of menu "Time Switch"	<b>Time Switch</b>	Adjusting the name, which is displayed for the menu time switch
Settings for time switch	<ul style="list-style-type: none"> <li>▪ fixed via application</li> <li>▪ <b>manual input and via application</b></li> <li>▪ only manual input</li> </ul>	<p><b>fixed via application:</b> Switching times can only be set in the database and cannot be changed in the device.</p> <p><b>manual input and via application:</b> Switching times can be set in the database and in the device.</p> <p><b>only manual input:</b> Switching times can only be set in the device.</p>
Catch up switch times at restart	<ul style="list-style-type: none"> <li>▪ <b>inactive</b></li> <li>▪ active</li> </ul>	defines if the timer sends all valid states after a reset
Catch up switch times at time change	<ul style="list-style-type: none"> <li>▪ <b>inactive</b></li> <li>▪ active</li> </ul>	defines if the timer sends all missed out switching states after a time shift into "future"
Catch up switch times at unlocking	<ul style="list-style-type: none"> <li>▪ <b>inactive</b></li> <li>▪ active</li> </ul>	defines if the time switch sends all missed out switching states after unlocking
Holiday function	<ul style="list-style-type: none"> <li>▪ <b>inactive</b></li> <li>▪ use lock object 1 and display in menu</li> <li>▪ use lock object 2 and display in menu</li> </ul>	defines if the holiday function should be used and which lock object should be used for the function
<b>Assignment of the function groups:</b>		
Description of function „Switch“	<b>Switch</b>	Determining of the function name, which is displayed for all functions of the function group: switch - 1 bit
Description of function „Dimming“	<b>Dimming</b>	Determining of the function name, which is displayed for all functions of the function group: Dimming
Description of function	<b>Shutter</b>	Determining of the function name, which is displayed for all functions of the function group: Shutter

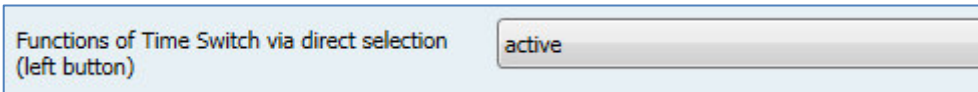
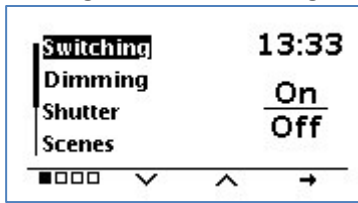
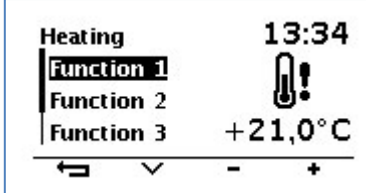
„Shutter“		
Description of function „Scenes“	<b>Scene</b>	Determining of the function name, which is displayed for all functions of the function group: Scenes
Description of function „Values“	<b>Value</b>	Determining of the function name, which is displayed for all functions of the function group: Values
<b>Activation of the channels:</b>		
Channel 1-20:	<ul style="list-style-type: none"> <li>▪ inactive</li> <li>▪ active</li> </ul>	<p>activates/deactivates the submenu for channel 1 of the time switch, The setting „direct menu“ activates calling the time switch functions via a direct menu in the device. The direct menu must be enabled by the following parameter, which is available in the menu Display:</p>  <p><b>Figure 50: Activation of the direct menu</b></p> <p>Enabled functions can be selected in the glass central operation unit by pressing the left button and are shown with the sorting of the functional groups as follows:</p>  <p>1 = Switch through the menu 2 &amp; 3 = Selecting the function group 4 = Calling the selected function group</p> <p>After calling a function group, the classified functions can be called and used:</p>  <p>9.3</p>

Table 88: Settings Time Switch

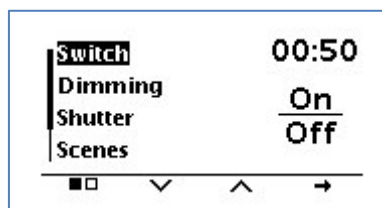
**Function catch up switch times:**

Making up the switching states allows setting if switching states that were left out due to unscheduled events are made up.

- **Catch up switch times on restart**  
After a restart, the latest switching states are made up, i.e. the timer produces the state which should be active at this time.
- **Catch up switch times at time change**  
At a time leap forward, i.e. a time adjustment +.. min / h, the switching operations that were left out due to time jump rescheduled. At a time jump up to + 90min all switching events are made up. At a time jump of 90 minutes only the last of each channel.
- **Catch up switch times at unlocking**  
After unlocking, the switching states are rescheduled, which were left out during the device was locked. This ensures that all trades are in "real" state after unlocking.
- **Holiday function (from Version 1.2)**  
The holiday function is a locking function for a certain time. The holiday function can be activated via the ETS-Menu „Functions of Time Switch“. Now the holiday function can be selected via the menu “Time switch”.  
After activating the holiday function in this menu, the holiday function can call certain actions for each function of the time switch. Furthermore, the used lock object is switched into a state object which can be used e.g. for visualizations.  
See also 9.3.2 Assignment of cycle times.

**Assignment to the function groups:**

The names are displayed in the device as headings for the various functional groups for each function group:



See also: 9.4 Controlling the timer on the device.

### 9.2.1 Call functions of time switch via direct menu

The following parameter can be set for each function:

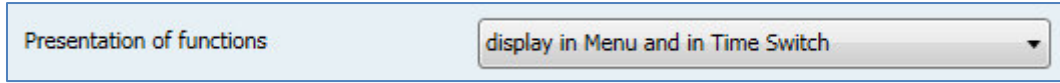


Figure 49: Time Switch->Presentation of functions

The following settings are available:

ETS-text	Dynamic range [default value]	comment
Presentation of functions	<ul style="list-style-type: none"> <li>▪ display in Menu and Time switch</li> <li>▪ display only in Menu</li> <li>▪ display only in Time switch</li> </ul>	<p><b>display in Menu:</b> The function can be called via the direct menu</p> <p><b>display in time switch:</b> The function can only be called from the time switch and the switching times can be set in the Time switch menu</p>

Table 89: Time switch->Presentation of functions

The setting „display in Menu“ activates calling the time switch functions via a direct menu in the device. This menu must be enabled by the following parameter, which is available in the menu LCD-Display:

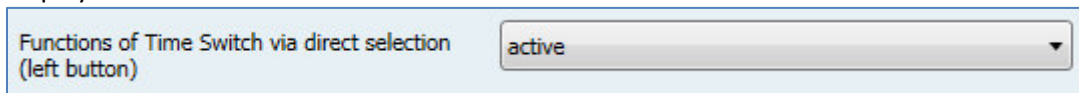
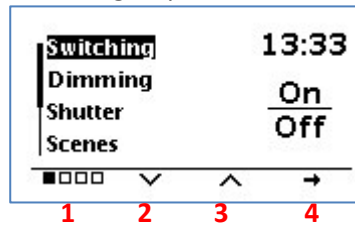


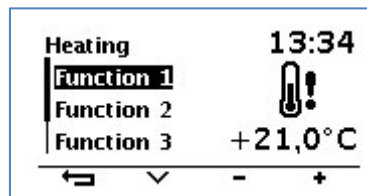
Figure 50: Activation of the direct menu

Enabled functions can be selected in the glass central operation unit by pressing the left button and are shown with the sorting of the functional groups as follows:



- 1 = Switch through the menu
- 2 & 3 = Selecting the function group
- 4 = Calling the selected function group

After calling a function group, the classified functions can be called and used:





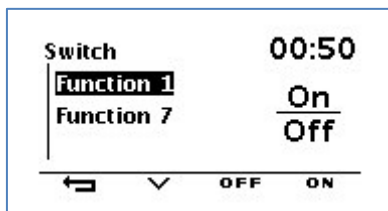
### 9.3 Function settings – Time Switch

The following picture shows the submenu „Function setting Channel 1-20” in which each channel can be defined and the cycle times can be set for each channel:

Description of function in the display	Funktion 1
Key function	send value
Subfunction	send 1Bit value (On/Off)
Switch function	Button C = Off / Button D = On
Enable the locking of time switch	Inactive
Time Switch 1	active
Mode	with sunrise
Switching time move to ... minutes	0
Weekdays	Monday to Sunday
Action applies to	Button C

Figure 51: Menu - Time switch

The parameter “Description of function in the display” defines the name of the function, which is displayed in the device. In this example, the function 1 is set as switching function (send value – 1 Bit) with the description “Function 1”. So the function is shown in the device as follows:



### 9.3.1 Key functions

**Key function: Send value**

The function group is divided in several sub functions:

**Send 1 Bit value (On/Off):**

The following picture shows the sub function Switch On/Off:

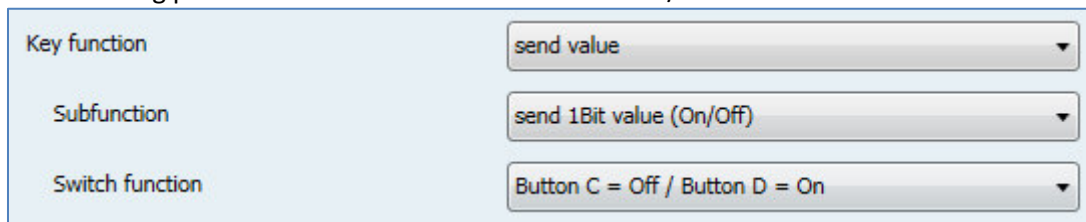


Figure 52: Send value/Send 1 Bit value (On/Off)

The function is assigned to the function group switch. The parameter “Switch function” assigns the commands On/Off to the keys.

The following objects are shown:

Number	Name	Length	Usage
68	Switch On/Off	1 Bit	Sending the switching command
70	Status On/Off	1 Bit	Visualization of the current state

Table 90: Communication objects: Send value-1 Bit On/Off

**1 Bit-Day/Night switch:**

The function is assigned to the function group switch. The parameter “Setting for the values” assigns the commands to the keys.

The following objects are shown:

Number	Name	Length	Usage
68	Day/Night Switch	1 Bit	Sending the switching command
70	Status Day/Night	1 Bit	Visualization of the current state

Table 91: Communication objects: Send value-Day/Night Switch

**Send 1 Byte Value (0-255):**

Key function	send value
Subfunction	send 1Byte value (0-255)
Value at activation of button C	0
Value at activation of button D	0

Figure 53: Send value/Send 1 Byte value(0..255)

The function is assigned to the function group values. The parameter “Value at activation of button C/D” assigns the values to the key.

**Send 1 Byte Value (0-100%):**

Same functionality as send 1 byte value (0..255), only with percent values.

**Send HVAC Mode:**

Key function	send value
Subfunction	send HVAC Mode
Value at activation of button C	Comfort
Value at activation of button D	Comfort

Figure 54: Send value/Send HVAC Mode

Function sends the adjusted mode for the adjusted key according to DPT20.102-HVAC mode.

**Send temperature value**

The function „Send temperature value“ can be adjusted via the parameter „Send temperature value as“ and “Setpoint value offset via” to the used controller.

The differences of the individual functions are explained:

**Send temperature value as --> Setpoint**

**Setpoint value type --> send fixed value**

Key function	send value
Subfunction	send temperature value (°C)
Send temperature value as	Setpoint
Setpoint value type	send fixed value
Presentation of functions	display in Menu and in Time Switch
Value at activation of Button C	18,0 °C
Value at activation of Button D	22,0 °C

Figure 55: Send setpoint with fixed values

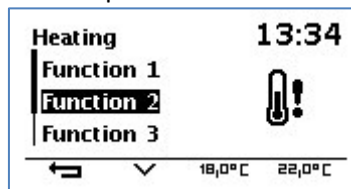
This function sends fixed temperature values as new setpoint. The setpoint is sent to the comfort setpoint of the controller.

The following objects are shown:

Number	Name	Length	Usage
68	Send setpoint comfort	2 Byte	Sending a new comfort setpoint

Table 92: Communication objects - Send setpoint with fixed values

The function is shown in the Glass Central Operation Unit as follows:



1 2

1 = Send value for button C, in this case 18,0°C

2 = Send value for button D, in this case 22,0°C

**Send temperature value as --> Setpoint**  
**Setpoint value type --> based on current setpoint (from Version 1.2)**

Key function	send value
Subfunction	send temperature value (°C)
Send temperature value as	Setpoint
Setpoint value type	based on current setpoint
Advanced function only for hardware starting from version 1.2	<- TIP
Min value by decrease of setpoint temperature with Button C	18,0 °C
Max value by increase of setpoint temperature with Button D	22,0 °C

Figure 56: Send setpoint based on current setpoint

This function sends setpoint value offsets with the fixed step range of 0,2K according to the current setpoint. The new setpoint is sent to the comfort setpoint of the controller. The parameter “Min/Max value” defines the area of the setpoint value offset.

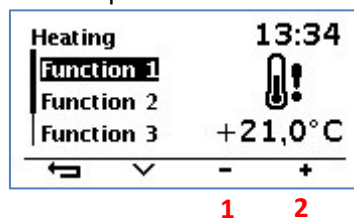
**Note:** This way of setpoint value offset works only in the comfort mode, because the comfort setpoint is shifted!

The following objects are shown:

Number	Name	Length	Usage
68	Send setpoint comfort	2 Byte	Sending a new comfort setpoint
70	Status current setpoint	2 Byte	Visualization of the currently adjusted setpoint, the controller must send a change of the setpoint value

Table 93: Communication objects - Send setpoint based on current setpoint

The function is shown in the Glass Central Operation Unit as follows:



- 1 = Increase setpoint
- 2 = Decrease setpoint

**Send temperature value as --> Setpoint value offset**  
**Setpoint value offset via --> 2 Byte Object**  
**Setpoint value offset type --> send fixed values**

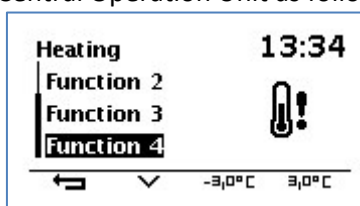
This function sends fixed temperature differences as setpoint value offset. The setpoint value offset is sent to the object setpoint value offset of the controller.

The following objects are shown:

Number	Name	Length	Usage
68	Send setpoint value offset	2 Byte	Sending a setpoint value offset

Table 94: Communication objects - Send setpoint value offset with fixed values

The function is shown in the Glass Central Operation Unit as follows:



1 2

- 1 = Send value for button C, in this case -3,0°C
- 2 = Send value for button D, in this case +3,0°C

**Send temperature value as --> Setpoint value offset**  
**Setpoint value offset via --> 2 Byte Object**  
**Setpoint value offset type --> based on current setpoint**

This function sends setpoint value offsets with the fixed step range of 0,5K according to the current setpoint. The new setpoint is sent to the object setpoint value offset of the controller. The parameter min/max values define the area of the setpoint value offset.

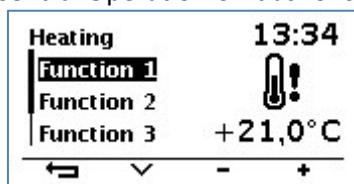
**Note:** This way of setpoint value offset works only in the comfort mode, because the comfort setpoint is shifted!

The following objects are shown:

Number	Name	Length	Usage
68	Send setpoint value offset	2 Byte	Sending a setpoint value offset
70	Status current setpoint	2 Byte	Visualization of the currently adjusted setpoint, the controller must send a change of the setpoint value

Table 95: Communication objects - Send setpoint value offset based on current setpoint

The function is shown in the Glass Central Operation Unit as follows:



1 2

- 1 = Increase setpoint
- 2 = Decrease setpoint

**Send temperature value as --> Setpoint value offset  
Setpoint value offset via --> 1 Bit Object**

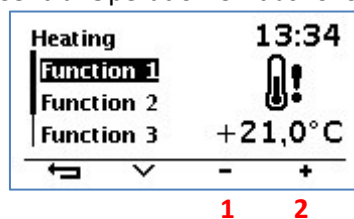
This function sends 1 Bit commands for a setpoint value offset. The step range of the offset is defined in the controller.

The following objects are shown:

Number	Name	Length	Usage
68	Send setpoint value offset	1 Bit	Sending a setpoint value offset
70	Status current setpoint	2 Byte	Visualization of the currently adjusted setpoint, the controller must send a change of the setpoint value

Table 96: Communication objects - Send setpoint value offset via 1 Bit object

The function is shown in the Glass Central Operation Unit as follows:



- 1 = Increase setpoint
- 2 = Decrease setpoint

**Key function: Dimming**

The following picture shows the available settings for the key function dimming:

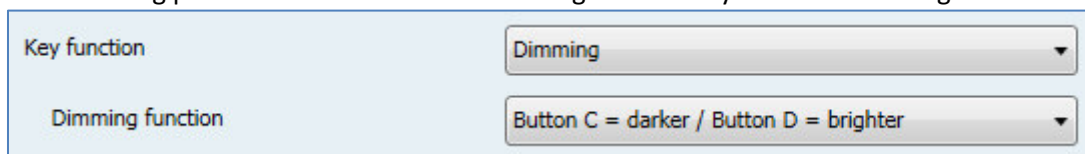


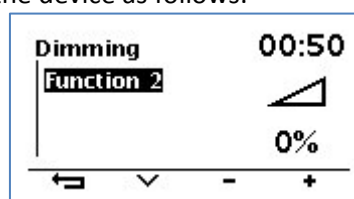
Figure 57: Key function dimming

The following table shows the available communication objects:

Number	Name	Length	Usage
68	Dimming on/off	1 Bit	Switching function = function of the time switch
69	Dimming	4 Bit	dimming relative via the keys
70	Status dimming value	1 Byte	Feedback on current dimming value for the key-operated control

Table 97: Communication objects time switch-dimming

The dimming function is shown in the device as follows:



The state of the dimming actuator is used for the feedback of the current dimming value and is shown in the device by the symbol and in percent.

**Key function: Shutter**

The following picture shows the available settings for the function group shutter:

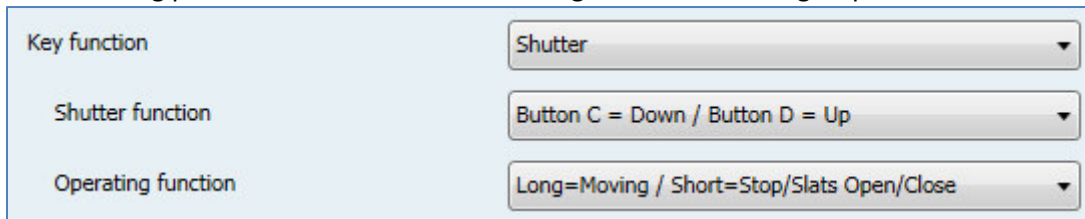


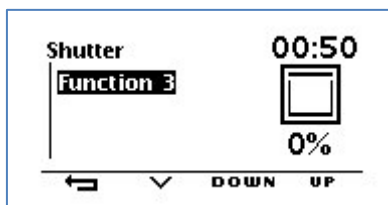
Figure 58: Function group shutter

The following table shows the relevant communication objects:

Number	Name	Length	Usage
68	Shutter Down/Up	1 Bit	Moving function = function for the time switch
69	Stop/Slats Open/Close	4 Bit	Movement of the slats/ stops an Up/Down movement
70	Status absolute position	1 Byte	Feedback on the current position of the blind for operation with keys

Table 98: Communication objects time switch - shutter

The shutter function is shown in the device as follows:



The state of the shutter actuator is used for the feedback of the current position, which is shown in the symbol and as percent value.



**Key function: Scene**

The following picture shows the available settings for the function group scenes:

Key function	Scene
Subfunction	save
Button C Scene number	1
Button D Scene number	1

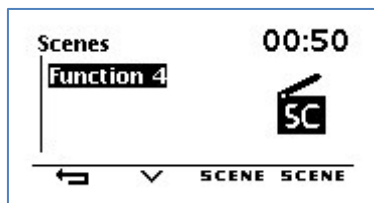
Figure 59: Function group Scene

The following table shows the relevant communication objects:

Number	Name	Length	Usage
70	Scene	1 Byte	Calling/Saving Scenes

Table 99: Communication objects time switch - scene

The scene function is shown in the device as follows:



### 9.3.2 Assignment of cycle times

The following picture shows the parameter for assigning cycle times to the functions. In this example, the function, which is assigned to button C, is executed weekdays at 6:30AM and at the weekend at 8:00AM:

Enable the locking of time switch	inactive
Vacation function	send cyclic only Button C
Vacation function must be activated in the "Function of Time Switch"	<- TIP
Cycle time	30 min
Time Switch 1	active
Mode	depending on time
Hours	6
Minutes	0
Weekdays	Monday to Sunday
Action applies to	Button C
Time Switch 2	active
Mode	depending on time
Hours	20
Minutes	0
Weekdays	Monday to Sunday
Action applies to	Button D

Figure 60: Assignment of time switches

The following table shows the available settings:

ETS-text	Dynamic range [default value]	comment
Holiday function	<ul style="list-style-type: none"> <li>▪ <b>inactive</b></li> <li>▪ send cyclic only Button C</li> <li>▪ send cyclic only Button D</li> </ul>	Adjustment which button should be sent at the activation of the holiday function. With the cyclic transmission accidental calls is prohibited by other bus components at active holiday function.
Cycle time	10min – 5h <b>[30min]</b>	defines the interval of the cyclic sending of the holiday function
Enable the locking of time switch	<ul style="list-style-type: none"> <li>▪ <b>inactive</b></li> <li>▪ for lock object 1</li> <li>▪ for lock object 2</li> <li>▪ for lock object 1 &amp; 2</li> </ul>	Adjustment if the time switch can be locked via the lock objects
Polarity of blocking function	<ul style="list-style-type: none"> <li>▪ <b>Blocking at value 1</b></li> <li>▪ Blocking at value 0</li> </ul>	Adjusts the polarity of the blocking functions <b>Please Note: Setting is valid for both blocking functions and holiday function!</b>
Time Switch 1-6	<ul style="list-style-type: none"> <li>▪ active</li> <li>▪ <b>inactive</b></li> </ul>	activates the time switch for this channel
Mode	<ul style="list-style-type: none"> <li>▪ <b>depending on time</b></li> <li>▪ with sunrise</li> <li>▪ with sunset</li> <li>▪ random</li> </ul>	determines whether the timer switches at a certain time with the sunrise / sunset, or in a random period of time
Hours	0-23	defines the hours of the time (only at mode: depending on time and random)
Minutes	0-59	defines the minutes of the time (only at mode: depending on time and random)
Minute range for random events	<ul style="list-style-type: none"> <li>▪ <b>+/- 10min</b></li> <li>▪ +/- 20min</li> <li>▪ +/- 30min</li> <li>▪ +/- 60min</li> </ul>	only available at mode: random specifies the period of time about the adjusted time in which the switching event is executed
Weekdays	<ul style="list-style-type: none"> <li>▪ <b>Monday to Sunday</b></li> <li>▪ Monday to Friday</li> <li>▪ Saturday to Sunday</li> <li>▪ Monday, Tuesday...</li> </ul>	defines the day on which the timer is running
Action applies to	<ul style="list-style-type: none"> <li>▪ <b>Button C</b></li> <li>▪ Button D</li> </ul>	Select the function to be executed at the adjusted switching time. It is always the action performed, which is assigned to this key.

Table 100: Assignment of cycle times

The following table shows the relevant communication objects for the locking function:

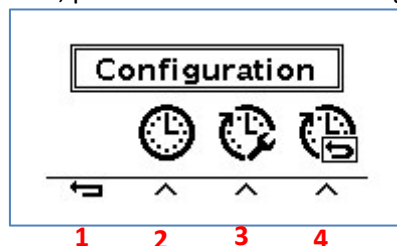
Number	Name	Length	Usage
128/129	Lock 1/2	1 Bit	Locks the timer
128/129	Holiday function	1 Bit	Shows an active holiday function

Table 101: Communication objects – Locking functions - time switch

The locking function blocks the timer for the channels with activated locking function.

### 9.4 Controlling the timer on the device

For getting into the menu of the timer, press the left button as long as this menu appears:



Button 1 = Exit the menu

Button 2 = Setting the time of day

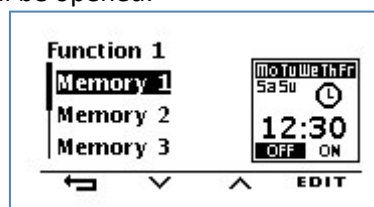
Button 3 = Setting the time switches

Button 4 = Reset the time switches -> The cycle times are reset to the values, which are set in the ETS. If the setting „only manual input“ is set, see also: 9.2 General time-switch settings, all time switch are set to inactive.

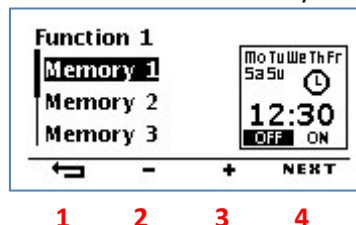
By pressing button 3, the configuration menu of the time switches is opened.

Now, in the first step, the function group (switch, shutter,...) can be set. By choosing a function group, all functions are shown, which are sorted into this group. Now, the desired function can be chosen.

Afterwards the following menu will be opened:



By pressing „button 4 – Edit“ the cycle time for each memory can be set:



1 = Exit setting

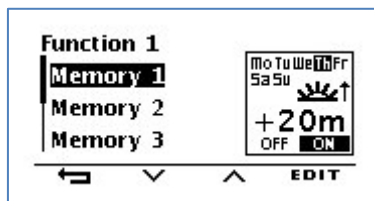
2/3 = Setting the desired function

4 = next setting

When setting the following steps are carried out:

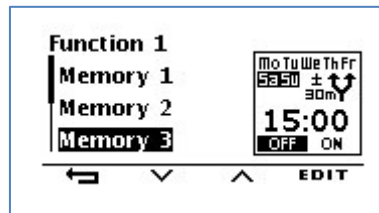
- 1.) Setting the days on which the timer is executed.
- 2.) Set the mode of the timer (time, sunrise, sunset, random, here: time)
- 3.) Setting the time
- 4.) Set the action which should be executed

At the mode sunrise, the configuration menu is as follows:



In this example, the timer sends every Thursday 20min after sunrise an On-command.

At the mode random, the configuration menu is as follows:



In this example, the timer sends every Saturday and Sunday between 14:30 and 15:30 an Off-command.

## 10 Logic functions

The following picture shows the available settings for the logic function:

Query logic objects after reset	active
Setting Logic A	OR
Object type for logic output	Value
1Byte Value	0
Input logic 1	switched on normally
Input logic 2	switched on normally
Input logic 3	switched on normally
Input logic 4	switched on normally
Setting Logic B	switched off
Setting Logic C	switched off
Setting Logic D	switched off
Setting Logic E	switched off
Setting Logic F	switched off
Setting Logic G	switched off
Setting Logic H	switched off

Figure 61: Logic functions

### 10.1 Behavior after rest

The parameter “Query logic objects after reset” is valid for logic A to H and defines whether the logic inputs are queried after a reset. The settings have the following meaning:

- **inactive**  
The input objects are not queried after a reset and will be initialized with the value 0.
- **active**  
The input objects are queried after a reset and accepted with its current value.

## 10.2 Settings Logic A-H

The logic function and the output object can be set for each logic A-H:

ETS-text	Dynamic range [default value]	comment
Setting Logic A	<ul style="list-style-type: none"> <li>▪ <b>switched off</b></li> <li>▪ AND</li> <li>▪ OR</li> <li>▪ XOR</li> </ul>	<b>switched off:</b> deactivates logic A <b>AND:</b> The inputs are logically AND linked <b>OR:</b> The inputs are logically OR linked <b>XOR:</b> The inputs are logically XOR linked
Object type for logic output	<ul style="list-style-type: none"> <li>▪ <b>Switch</b></li> <li>▪ Scene</li> <li>▪ Value</li> </ul>	The selection of the logic output defines the DPT of the output object

Table 102: Settings logic

According to the adjusted settings, the additional settings are shown.

The settings for the output 1-Bit look as follows:

ETS-text	Dynamic range [default value]	comment
Object type for logic output	<b>Switch</b>	adjusted output object: 1 Bit
Send condition	<ul style="list-style-type: none"> <li>▪ <b>not automatically</b></li> <li>▪ change of input</li> <li>▪ change of output</li> <li>▪ change of output only value = 1</li> <li>▪ change of output only value = 0</li> </ul>	Setting when the value of the output is sent. <b>Not automatically:</b> no send, only request <b>Change of input:</b> Send at every change of the input <b>Change of output:</b> Send at every change of the outputs <b>Change of output only value = 0/1:</b> Send at change of the output with additional filter
Invert output	<ul style="list-style-type: none"> <li>▪ <b>no</b></li> <li>▪ yes</li> </ul>	Inverts the output (0→1, 1→0)

Table 103: Settings logic output - switch

The following table shows the object for the logic output, when it is set to switch:

Number	Name	Length	Usage
134	Output switch	1 Bit	Output object of the logic

Table 104: Logic output - switch

For a scene output, the settings look as follows:

ETS-text	Dynamic range [default value]	comment
Object type for logic output	<b>Scene</b>	adjusted output object: Scene
Scene number	1-64 [2]	Adjusting which scene is called after completing the logic function

Table 105: Setting logic output - scene

The following table shows the object which is shown when the logic output is set to scene:

Number	Name	Length	Usage
69	Output scene	1 Byte	Output object of the logic

Table 106: Logic output - scene

For a byte output, the settings look as follows:

ETS-text	Dynamic range [default value]	comment
Object type for logic output	<b>Value</b>	adjusted output object: Value
1 Byte-Value	0-255 [0]	Adjusting which value is sent after completing the logic function

Table 107: Setting logic output - value

The following table shows the object which is shown when the logic output is set to 1 Byte value:

Number	Name	Length	Usage
134	Output value	1 Byte	Output object of the logic

Table 108: Logic output - 1 Byte value



### 10.3 Logic Inputs

Once a logic module is enabled, a submenu appears in which the inputs can be parameterized for this logic module.

The following figure shows this menu:

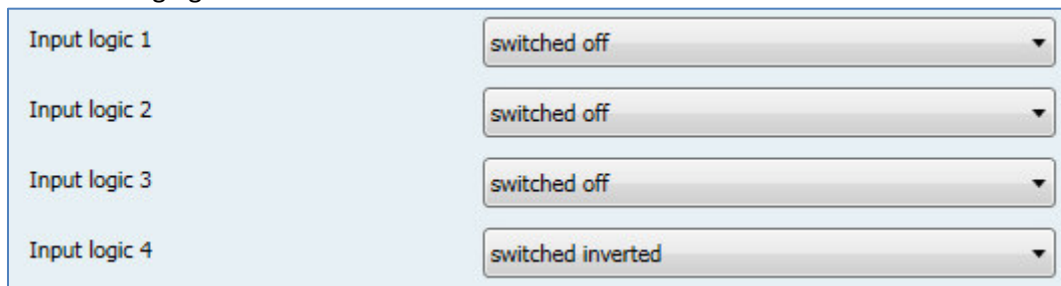


Figure 62: Logic inputs

ETS-text	Dynamic range [default value]	comment
Input logic 1-4	<ul style="list-style-type: none"> <li>▪ inactive</li> <li>▪ <b>active - normal</b></li> <li>▪ active - inverted</li> </ul>	Setting which defines how the input is evaluated: <b>inactive:</b> The object for this logic object is deactivated <b>active - normal:</b> The object is normal active <b>active - inverted:</b> The object is inverted active (1→0, 0→1)

Table 109: Settings logic inputs

The following table shows the objects for the logic inputs of logic A:

Number	Name	Length	Usage
130-133	Input logic 1-4	1 Bit	Input objects for logic A

Table 110: Objects - Input logic

## 11 Index

### 11.1 List of figures

Figure 1: Exemplary circuit diagram.....	7
Figure 2: Design & Usage.....	7
Figure 3: Menu General Settings.....	34
Figure 4: Menu LCD Display.....	35
Figure 5: LCD-Alarm messages .....	38
Figure 6: Temperature Measurement.....	41
Figure 7: Alarm/Messages.....	43
Figure 8: Settings controller type .....	45
Figure 9: Settings operating modes & setpoints .....	46
Figure 10: Priority of the operating modes .....	48
Figure 11: Settings operating mode after reset .....	51
Figure 12: Setpoint offset.....	52
Figure 13: Blocking objects.....	54
Figure 14: Heating/Cooling request objects.....	55
Figure 15: Guiding .....	56
Figure 16: Example Guiding decrement     Figure 17: Example Guiding increment.....	57
Figure 18: Dead zone.....	58
Figure 19: Example dead zone .....	59
Figure 20: Flow temperature limit .....	60
Figure 21: Settings control value.....	61
Figure 22: Control value .....	61
Figure 23: PI control continuous .....	62
Figure 24: PI control switching (PWM).....	65
Figure 25: 2-step control (switching).....	67
Figure 26: Direction of controller .....	69
Figure 27: Additional level.....	69
Figure 28: Combination of basic and additional level .....	71
Figure 29: Heating & Cooling.....	72
Figure 30: 2 Pipe system.....	73
Figure 31: 4 Pipe system.....	74
Figure 32: Step switch - bit coded .....	76
Figure 33: Step-Switch.....	79
Figure 34: Manual control only .....	80
Figure 35: Ventilation Control - Behavior at Init .....	81
Figure 36: Ventilation Control - Sticking protection.....	81
Figure 37: Ventilation Control - Priority .....	81
Figure 38: Ventilation control - Status .....	82
Figure 39: Example output - Step switch as Byte .....	83
Figure 40: Buttons grouped -dimming .....	86
Figure 41: Buttons grouped - Shutter.....	88
Figure 42: Buttons grouped - Switching .....	89
Figure 43: Send value on key press .....	91
Figure 44: Scene function.....	92
Figure 45: Parameter switch short/long .....	94
Figure 46: Toggle heating/cooling.....	97
Figure 47: Menu "Time settings".....	98

Figure 48: Menu "Functions of the time-switch" ..... 100  
Figure 49: Time Switch->Presentation of functions ..... 104  
Figure 50: Activation of the direct menu ..... 104  
Figure 51: Menu - Time switch ..... 105  
Figure 52: Send value/Send 1 Bit value (On/Off) ..... 106  
Figure 53: Send value/Send 1 Byte value(0..255)..... 107  
Figure 54: Send value/Send HVAC Mode ..... 107  
Figure 55: Send setpoint with fixed values ..... 108  
Figure 56: Send setpoint based on current setpoint..... 109  
Figure 57: Key function dimming ..... 111  
Figure 58: Function group shutter..... 112  
Figure 59: Function group Scene ..... 113  
Figure 60: Assignment of time switches..... 114  
Figure 61: Logic functions..... 118  
Figure 62: Logic inputs..... 121

## 11.2 List of tables

Table 1: Overview objects - LCD Display .....	11
Table 2: Overview communication objects - Room Temperature Controller .....	17
Table 3: Overview communication objects - Ventilation Control .....	21
Table 4: Overview communication objects - Key functions .....	24
Table 5: Overview communication objects - time switch .....	26
Table 6: Overview communication objects - logic functions .....	27
Table 7: Default settings of the communication objects – LCD Display.....	28
Table 8: Default settings communication objects – Room Temperature Controller .....	29
Table 9: Default settings communication objects - Ventilation Control .....	30
Table 10: : Default settings communication objects - Key functions .....	31
Table 11: Default settings of the communication objects - time switch.....	32
Table 12: Default settings of the communication objects - logic functions.....	33
Table 13: General settings.....	34
Table 14: General settings LCD-Display.....	35
Table 15: Display Settings.....	36
Table 16: Settings LCD-Display-Functional blocks.....	37
Table 17: Settings LCD Display - Brightness.....	37
Table 18: Temperature measurement .....	41
Table 19: Communication object temperature value .....	42
Table 20: Communication objects Min/Max values.....	42
Table 21: Communication objects external sensor .....	42
Table 22: Parameter Alarm/Messages .....	43
Table 23: Communication objects alarm.....	44
Table 24: Communication objects messages .....	44
Table 25: Setting controller type.....	45
Table 26: Operating modes & setpoints.....	46
Table 27: Communication object operating mode comfort.....	47
Table 28: Communication object operating mode night .....	47
Table 29: Communication object operating mode frost/heat protection .....	47
Table 30: Parameter priority .....	48
Table 31: Example switchover of the operating modes via 1 Bit .....	48
Table 32: Hex-Values for operating modes .....	49
Table 33: Example operating mode switchover via 1 Byte .....	49
Table 34: Hex-Values DPT HVAC Status.....	49
Table 35: Hex-Values DPT RHCC Status .....	50
Table 36: Communication objects for the operating mode switchover .....	50
Table 37: Operating mode after reset.....	51
Table 38: Setpoint offset .....	52
Table 39: Communication objects setpoint offset .....	53
Table 40: Blocking objects .....	54
Table 41: Communication objects blocking objects.....	54
Table 42: Heating/Cooling request objects.....	55
Table 43: Communication objects heating/cooling request .....	55
Table 44: Guiding.....	56
Table 45: Communication object guiding.....	57
Table 46: Dead zone .....	58
Table 47: Settings flow temperature limit .....	60
Table 48: Communication objects flow temperature limit .....	60
Table 49: Control value .....	61

Table 50: Communication objects control value.....	61
Table 51: PI control continuous.....	62
Table 52: PI control switching (PWM).....	66
Table 53: Two-step control (switching).....	67
Table 54: Additional level.....	70
Table 55: Communication object additional level.....	70
Table 56: Heating & Cooling.....	72
Table 57: Communication object heating and cooling.....	75
Table 58: Day/Night switchover level controller.....	77
Table 59: Communication object Day/Night switchover#.....	77
Table 60: Parameter output step-switch.....	78
Table 61: Communication objects output level controller.....	79
Table 62: Communication object - Lock ventilation control.....	80
Table 63: Communication object ventilation control - priority.....	81
Table 64: Step-switch binary coded.....	82
Table 65: Communication object step switch binary coded.....	82
Table 66: Communication objects - step switch simply.....	83
Table 67: Communication object - Step switch as Byte.....	84
Table 68: Settings external control.....	84
Table 69: Communication Objects - external control(Slave).....	84
Table 70: Buttons grouped.....	85
Table 71: Communication objects - buttons grouped dimming function.....	86
Table 72: Communication objects - Shutter grouped.....	88
Table 73: Communication object - grouped switching.....	89
Table 74: Switch on key press.....	90
Table 75: Communication object - Buttons separately - Switch on key press.....	90
Table 76: Communication object - Toggle on key press.....	91
Table 77: Value for key operation.....	91
Table 78: Communication object - Send value on key press.....	91
Table 79: Scene function.....	92
Table 80: Communication object - scene function.....	92
Table 81: Calling and saving scenes.....	93
Table 82: Parameter switch short/long.....	94
Table 83: Communication objects - Switch short/long.....	94
Table 84: Communication object - Toggle heating/cooling.....	97
Table 85: Settings time.....	98
Table 86: Adjustment of the astro function.....	99
Table 87: Communication objects - Date/Time.....	99
Table 88: Settings Time Switch.....	102
Table 89: Time switch->Presentation of functions.....	104
Table 90: Communication objects: Send value-1 Bit On/Off.....	106
Table 91: Communication objects: Send value-Day/Night Switch.....	106
Table 92: Communication objects - Send setpoint with fixed values.....	108
Table 93: Communication objects - Send setpoint based on current setpoint.....	109
Table 94: Communication objects - Send setpoint value offset with fixed values.....	110
Table 95: Communication objects - Send setpoint value offset based on current setpoint.....	110
Table 96: Communication objects - Send setpoint value offset via 1 Bit object.....	111
Table 97: Communication objects time switch-dimming.....	111
Table 98: Communication objects time switch - shutter.....	112
Table 99: Communication objects time switch - scene.....	113
Table 100: Assignment of cycle times.....	115

Table 101: Communication objects – Locking functions - time switch .....	115
Table 102: Settings logic.....	119
Table 103: Settings logic output - switch .....	119
Table 104: Logic output - switch .....	119
Table 105: Setting logic output - scene .....	120
Table 106: Logic output - scene.....	120
Table 107: Setting logic output - value.....	120
Table 108: Logic output - 1 Byte value .....	120
Table 109: Settings logic inputs.....	121
Table 110: Objects - Input logic.....	121

## 12 Attachment

### 12.1 Statutory requirements

The above-described devices must not be used with devices, which serve directly or indirectly the purpose of human, health- or lifesaving. Further the devices must not be used if their usage can occur danger for humans, animals or material assets.

Do not let the packaging lying around careless, plastic foil/ -bags etc. can be a dangerous toy for kids.

### 12.2 Routine disposal

Do not throw the waste equipment in the household rubbish. The device contains electrical devices, which must be disposed as electronic scrap. The casing contains of recyclable synthetic material.

### 12.3 Assemblage



#### **Risk for life of electrical power!**

All activities on the device should only be done by an electrical specialist. The county specific regulations and the applicable EIB-directives have to be observed.

### 12.4 Datasheet

## MDT Glass Central Operation Unit with LCd display, flush mounted

Version		
SCN-LCDGW.01	Central Operation Unit with LCD display	Flush mounted, White
SCN-LCDGS.01	Central Operation Unit with LCD display	Flush mounted, Black

The MDT Glass Central Operation Unit is used to control the indoor temperature, it has a working range from -10 to +50°C. The MDT Glass Central Operation Unit detects the temperature and releases telegrams in dependence on its parameterisation.

The characteristic of the MDT Glass Central Operation Unit (Two-position, PI and PWM control) can be set in the ETS. The MDT Glass Central Operation Unit stores the minimum and maximum temperature and releases an alarm telegram if the temperature differs from the programmed limit values. The temperature of the frost protection is parameterizable. The 8 logical blocks with 4 inputs allow individual conjunctions.

The large LCD display optionally shows inside/outside temperature, the desired value and the current time. Also user defined messages and 14byte telegrams from the KNX bus can be displayed.

In addition to the functions as room temperature controller the MDT Glass Central Operation Unit offers these features:

- Integrated time switch with power reserve
- Sending of the current time to the KNX bus
- Receiving the current time from the KNX bus
- Sensor areas have the following functions:  
Dimmer/shutter/switching/sending of values/scenes

The MDT Glass Central Operation Unit is a flush mounted device for fixed installations in dry rooms.

For project design and commissioning of the MDT Glass Central Operation Unit it is recommended to use the ETS. Please download the application software at [www.mdt.de/Downloads.html](http://www.mdt.de/Downloads.html)

SCN-LCDGW.01



SCN-LCDGS.01



- Production in Germany, certified according to ISO 9001
- **Large LCD Display (with automatic light intensity control)**
- Room temperature controller with temperature sensor -10 to +50°C
- Comfort-/night-/standby-/frost protection operation, holiday function
- Selectable temperature controller (PI, Two-position, PWM)
- Status feedback by HVAC and RHCC status objects
- Limit values min/max, frost-/heat protection alarm, min/max memory
- Given value is stored at voltage failure
- **Indication of inside/outside temperature, desired value and time**
- **Indication of user defined messages (1Bit)**
- **Indication of text telegrams (14Byte)**
- **Two direct switching functions (e.g. light, shutter)**
- **20 switching functions via menu (Dimming/shutter/switching/sending of values/scenes/sending of given temperature value)**
- **Ventilation functions (hand or automatic)**
- **Integrated time switch (20 channels with 6 circuit times each)**
- **Day-/Week-/Astro time switching function**
- 8 logical blocks with 4 inputs
- Dimensions (W x H): 92mm x 92mm, mounting height: 1,6m
- Integrated bus coupling unit
- 3 years warranty



<b>Technical Data</b>	SCN-LCDGW.01	SCN-LCDGS.01	
<b>Configuration</b>	RTC	RTC	
Number of Channels	1	1	
<b>Accuracy typ.</b>	< 5 min/year	< 5 min/Jahr	
<b>Power reserve</b>	24 hours	24 Std	
<b>Measurement range temperature</b>	-10 to +50°C	-10 to +50°C	
<b>Specification KNX interface</b>	TP-256	TP-256	
<b>Available application software</b>	ETS 3/4/5	ETS 3/4/5	
<b>Permitted wire gauge</b>			
KNX busconnection terminal	0,8mm Ø, solid core	0,8mm Ø, solid core	
<b>Power supply</b>	KNX bus	KNX bus	
<b>Power consumption KNX bus typ.</b>	< 0,25W	< 0,25W	
<b>Operating temperature range</b>	-10 to +50°C	-10 to +50°C	
<b>Enclosure</b>	IP 20	IP 20	
<b>Dimensions (W x H x D)</b>	92mm x 92mm x 28mm	92mm x 92mm x 28mm	
<b>Recommended mounting height</b>	1,6m	1,6m	

**Exemplary circuit diagram SCN-LCDGx.01**

