



State 11/2020

MDT Solution Proposal

Partition wall control with the Logic Module

Possible applications:

Partition wall control can be used for example when a large conference room can be divided into several small rooms by partition walls. In the following example we have two individual rooms. Each push button should be able to switch and dim its individual room when the partition wall is closed and the entire conference room when the partition wall is open.

Used devices:

MDT Logic Module

SCN-LOG1.02

MDT Dimming Actuator

AKD-0x01.02

MDT Glass Push Button II Smart

2x BE-GT2xx.01

Content

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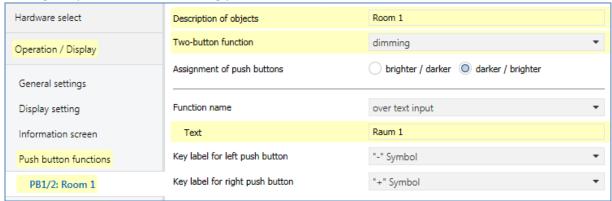


Basic settings: Individual room control Room 1/2

Settings on Glass Push Button II Smart:

- Buttons as two-button function or single-button function
- Function: dimming

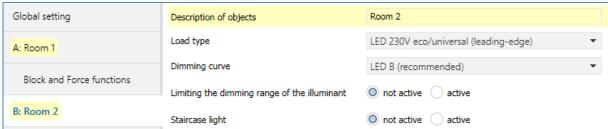
The figure shows the settings of push-button 1 using the example of the two-button function (settings on push button 2 accordingly with "Room 2"):



Settings on the Dimming actuator:

- Two dimming channels
- Settings according to the light source used

Enter the object name (channel A for "Room 1" and channel B for "Room 2"):

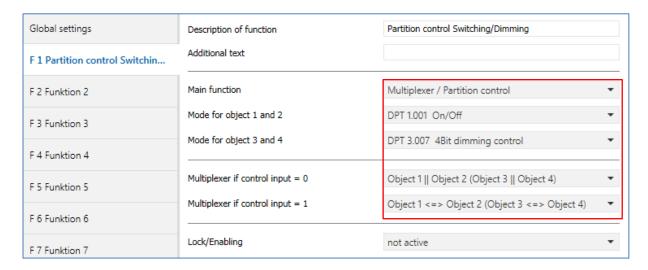




Partition settings on the Logic Module

Settings on the Logic Module:

- Select main function as "multiplexer/partition control"
- Operating modes "Switching On/Off" and "Dimming control"



The operating mode is selected according to the functions, "On/Off" and "4-bit relative dimming". With control input = 0 (partition closed), all objects behave independently of each other. If control input = 1 (partition open), objects 1 and 2 as well as objects 3 and 4 transmit their values in both directions. This means that a change, for example in the GA to object 1, is transferred to GA object 2 and vice versa. The same applies to objects 3 and 4.



Group addresses:

The existing group addresses from the individual room control are now linked to the logic module. GA 3/0/0 is the partition in that case.

UA 3/0/	o is the partition in the	at case.									
^ 1.1.1 SC	N-LOG1.02 Logic Module										
■‡ 0	F 1 Partition control Switching/Dimming	Multiplexer Input/Output 1	Switching Room 1	1/0/0	1 bit	C	R	W	Т	-	switch
■ 2 1	F 1 Partition control Switching/Dimming	Multiplexer Input/Output 2	Switching Room 2	2/0/0	1 bit	C	R	W	Т	-	switch
■‡ 2	F 1 Partition control Switching/Dimming	Multiplexer Input/Output 3	Dimming relative Room 1	1/0/1	4 bit	C	R	W	Т	-	dimming control
■ 2 3	F 1 Partition control Switching/Dimming	Multiplexer Input/Output 4	Dimming relative Room 2	2/0/1	4 bit	C	R	W	Т	-	dimming control
■ 2 4	F 1 Partition control Switching/Dimming	Multiplexer Control input	Partition wall	3/0/0	1 bit	C	-	W	-	-	boolean
■ 244	Date/Time	Receive			8 bytes	C	-	W	-	-	date time
^ 1.1.2 AK	D-0201.02 Dimming Actuator 2-fold										
■≠ 0	A: Room 1	Switch	Switching Room 1	1/0/0	1 bit	C	-	W	_	-	switch
■ 4	A: Room 1	Dim relatively	Dimming relative Room 1	1/0/1	4 bit	C	-	W	-	-	dimming control
■≠ 5	A: Room 1	Dim absolutely	-		1 byte	C			-		percentage (0100%)
■ 6	A: Room 1	State On/Off			1 bit	C	R	-	Т	-	state
= 2 7	A: Room 1	State of dimming value	Status Dimming value Room 1	1/0/2	1 byte	C	R	-	Т	-	percentage (0100%)
■ 2 32	B: Room 2	Switch	Switching Room 2	2/0/0	1 bit	C	-	W	-	-	switch
■≠ 36	B: Room 2	Dim relatively	Dimming relative Room 2	2/0/1	4 bit	C	-	W	-	-	dimming control
■ 2 37	B: Room 2	Dim absolutely	_		1 byte	C	-	W	-	-	percentage (0100%)
■2 38	B: Room 2	State On/Off			1 bit	C	R	-	Т	-	state
■ 2 39	B: Room 2	State of dimming value	Status Dimming value Room 2	2/0/2	1 byte	C	R	-	Т	-	percentage (0100%)
■‡ 64	Central	Switch	-		1 bit	C	-	W	-	-	switch
■≠ 65	Central	Dim relatively			4 bit	C	-	W	-	-	dimming control
■ 66	Central	Dim absolutely			1 byte	C	-	W	-	-	percentage (0100%)
■ 2 67	Central	Scene			1 byte	C	-	W	-	-	scene number
■ 2 68	Time	Receive current value			3 bytes	C	-	W	Т	U	time of day
■ 2 69	Date	Receive current value			3 bytes	C	-	W	Т	U	date
■ 2 70	Date/Time	Receive current values			8 bytes	C	-	W	Т	U	date time
■ 2 72	Day/Night	Day=1 / Night=0			1 bit	C	-	W	Т	U	boolean
^ 1.1.3 BE-	-GT20x.01 Glass Push Button II Smart										
■≠ 0	PB1/2: Room 1	Dimming On/Off	Switching Room 1	1/0/0	1 bit	C	_	_	Т	-	switch
■≠ 1	PB1/2: Room 1	Dimming relative	Dimming relative Room 1	1/0/1	4 bit	C	-	-	Т	-	dimming control
■2 3	PB1/2: Room 1	State of dimming value for display	Status Dimming value Room 1	1/0/2	1 byte		-	W			percentage (0100%)
■2 106	Day / Night	Day = 1 / Night = 0	-		1 bit	C	-	W	Т	U	boolean
■≠ 107	Presence	Input			1 bit	C	-	W	т	U	switch
■ 2 112	Time	Receive current value			3 bytes	C	-	W	Т	U	time of day
■ 2 114	Time/Date	Receive current values			8 bytes	C	-	W	Т	U	date time
■2 119	Message text (lowest priority)	Input			14 bytes	C	-	W	Т	U	Character String (ASCII)
■‡ 120	State text 1	Input									Character String (ASCII)
■‡ 121	State text 2	Input			14 bytes	C	-	W	Т	U	Character String (ASCII)
■‡ 126	Push button operation	Output			1 bit				т		_
^ 1.1.4 BE	-GT20x.01 Glass Push Button II Smart										
■≵ 0	PB1/2: Room 2	Dimming On/Off	Switching Room 2	2/0/0	1 bit	C	_	_	т	_	switch
■≠ 1	PB1/2: Room 2	Dimming relative	Dimming relative Room 2	2/0/1	4 bit		_		T		dimming control
■2 3	PB1/2: Room 2	State of dimming value for display	Status Dimming value Room 2								percentage (0100%)