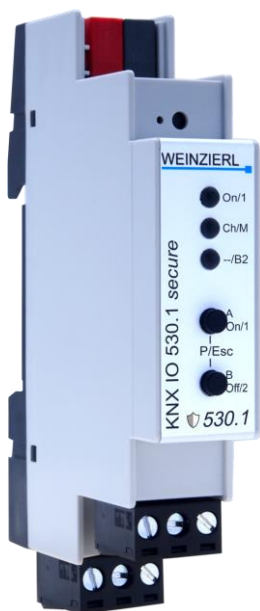


Dimmer with 1 dimming output and 2 binary inputs

## **KNX IO 530.1 *secure***

### Operation and installation manual



(Art. # 5516)

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## 1 Application

The KNX IO 530.1 *secure* is a compact 230 V dimmer with 1 dimming output and 2 binary inputs.

The dimming actuator can be used for dimmable electric lights supplied with 230 V mains. To cover a wide range of usable electric lights the KNX IO 530.1 *secure* can operate with trailing or leading edge dimming.

The configuration allows controlling the channel by switching, rel. dimming and dimming value. Several comfort functions are integrated as well, including scenes, slumber fading, staircase light and sequencer.

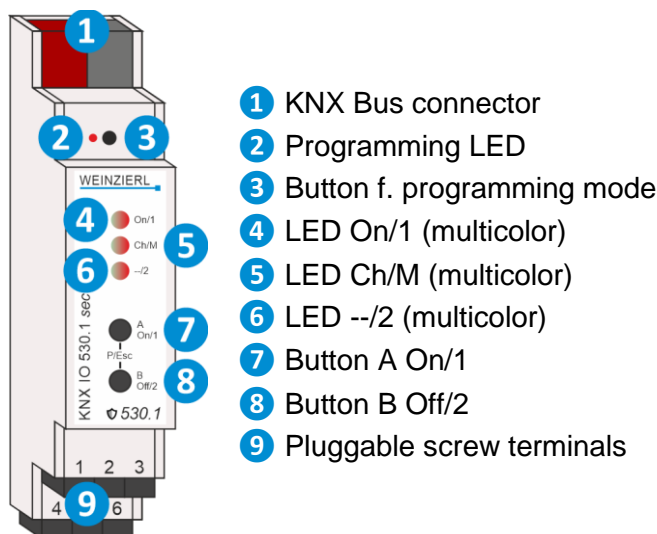
The inputs can be connected to conventional switches with an external voltage of 230 V.

Two push buttons and three LEDs allow a local operation and a visualization of the device state.

In addition to the output and input channels the device includes 16 independent functions for logic or timer control.

## 2 Installation and connection

The KNX IO 530.1 *secure* is designed for installation on a DIN rail (35 mm) with a width of 1 units (18 mm). An installation-friendly design with pluggable screw terminals helps to reduce the cost of commissioning. It features the following controls and displays:



This device is powered by the KNX bus. An external power supply is not necessary.



*If the bus voltage is missing, the device is without function.*

## 2.1 KNX programming mode

The KNX programming mode is activated/deactivated either by pressing the recessed KNX programming button **3** or by simultaneously pressing the buttons (P/Esc) **7** and **8**.

When the programming mode is active, the programming LED **2** and the LED Ch/M **5** light up red.

The operation/visualization of the programming mode on the front can be activated/deactivated in the ETS® on page general settings.

## 2.2 Manual operation and status display

The LED Ch/M **5** lights up or flashes if the device is successfully powered by the KNX bus.

Pressing button A **7** long switches to manual operation of the dimming actuator channel (channel A). This is indicated by cyclic, one-time flashing of the LED Ch/M **5** in orange.

Pressing button B **8** long switches to manual operation of the channel pair of the binary input (channel B). This is indicated by cyclic, two-time flashing of the LED Ch/M **5** in orange.

In manual operation, the dimmer channel can be switched on by pressing the button On **7** and switched off by pressing button Off **8** short, dimmed brighter with long button press on **7** and darker with long button press on **8**.

Summary of the states of LED Ch/M **5**:

LED Status	Meaning
LED lights green	Device is working in standard operation mode.
LED lights red	Programming mode is active.
LED flashes 1x orange	Programming mode is not active. Manual operation is active. Switching/dimming of dimming actuator (channel A) possible
LED flashes 2x orange	Programming mode is not active Manual operation is active. Switching of channel pair B1/B2 of binary input (channel B) possible
LED flashes red	Programming mode is not active. Manual operation is not active. The device is not properly loaded, e.g. after an interrupted ETS download.
LED flashes green	The device is currently loaded by the ETS.

LED On/1 **4** indicates the status of the dimming actuator. It lights up when the channel is switched on and is off when the channel is switched off.

If manual operation is activated for the binary input, the bus telegram for In1 can be triggered via push-button A **7**, for In2 via push-button B **8**, if input is configured with ETS.

LED On/1 **4** and LED --/2 **6** are used to indicate state of selected channel pair while manual operation. They light green when the button A1 **7** or B2 **8** is pressed.

The manual operation mode can be exit by pressing the buttons (Esc) **7** and **8** simultaneously.

Summary of the states of LED On/1 **4**:

LED Status	Meaning
LED lights red	Error condition: No auxiliary voltage is connected to the device.
LED flashes red	Error condition: Overheating, Overload or Overcurrent
LED lights green	No error condition is active. Dimmer/Actuator A is switched on or Input B1 is active.
LED is off	No error condition is active. Dimmer/Actuator A is switched off or Input B1 is not active.
LED flashes orange	Device is locked: Higher current limit must be unlocked.

Summary of the states of LED --/2 **6**:

LED Status	Meaning
LED lights green	Input B2 is active.
LED is off	Input B2 is not active.

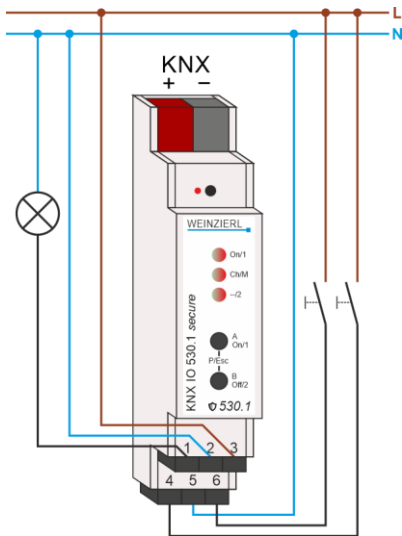
## 3 Reset to factory default settings

It is possible to reset the device to its factory default settings.

- Disconnect the KNX bus connector **1** from the device.
- Press the KNX programming button **3** and keep it pressed down.
- Reconnect the KNX bus connector **1** to the device.
- Keep the KNX programming button **3** pressed for at least another 6 seconds.
- A short flashing of all LEDs (**2 4 5 6**) visualizes the successful reset of the device to factory default settings.

In the factory default settings, the device has the physical address 15.15.255 and no group addresses are connected. Also, KNX Data Security is disabled and the initial key (FDSK) must be used for secure commissioning.

## 4 Wiring scheme



### 4.1 Pluggable screw terminals

Channel A is on the upper terminal and channel B on the lower terminal:

Ch A ~	Ch A N	Ch A L
Ch B In 1	Ch B N	Ch B In 2


#### Upper terminal

The upper pluggable screw terminals 9 are used to control a 230V light source. The outer conductor is connected to the right terminal (L), the neutral conductor to the middle terminal (N). The dimmed phase of the load is connected to the left terminal. (~).

#### Lower terminal

The assignment of the pluggable screw terminals 9 is as follows: Left input 1 (In1), right input 2 (In2), in the middle neutral conductor (N).

## 4.2 Pin assignment

Connection	Icon	Description
1	Ch A 	Channel A Output operated as dimmer
2	Ch A N	Channel A Neutral conductor
3	Ch A L	Channel A Outer conductor
4	Ch B In1	Channel B Input 1
5	Ch B N	Channel B Neutral conductor
6	Ch B In 2	Channel B Input 2
KNX	+	Positive connection for KNX bus
KNX	-	Ground connection for KNX bus

## 4.3 Operating parameters of dimmer channel

### Luminaires

The 230V LED luminaires used must be marked as dimmable. If the lamp is marked dimmable, check whether trailing or leading edge control is to be used.



*With factory settings, the dimming channel is configured with trailing edge control. With this configuration, loads that may only be operated with leading edge control (e.g. inductive load) must not be connected.*

Replacing the lamp may make it necessary to adapt the ETS configuration to the new lamp.

It may often be necessary to set the minimum brightness of the lamp, otherwise the dimmer output may be activated, but the lamp is not yet lit. In addition, LED luminaires often show a flickering in the lowest dimming range, which can be avoided by selecting a suitable dimming range. By selecting different minimum brightness levels for increasing and decreasing brightness, the characteristic dimming behavior of many available light sources can also be better exploited.

### Power dissipation

The dimming of luminaires is not possible without a certain power loss in the dimmer. This power dissipation leads to a heating of the device and depends on several factors. In addition to the output of the connected lamps, the current dimming value is also taken into account. Thus, the loss with the luminaire switched off is almost zero except for the leakage current. Even at 100%, the power loss is relatively low and can be traced back to the contact resistance of the output.

Between 0 and 100%, the switching losses due to the leading or trailing edge dimming are added. Overall, there is a maximum power dissipation in the medium to upper dimming range.

A difference also results from the dimming mode. Leading edge control has a higher loss, especially with many LED luminaires. For this reason, trailing edge control is preferable for lamps that are compatible with both modes. Leading edge control should only be selected if interfering flickering is detected during dimming and this can be prevented with trailing edge control.



The max. power refers to the maximum permitted ambient temperature for free installation. If there are other devices next to the dimming actuator that emit heat, the power that can be connected is reduced. Alternatively, the devices can also be mounted at a small distance (approx.  $\frac{1}{2}$  TE = 9 mm). Suitable spacers for the top-hat rail are available on the market for this purpose.

## Power rating

The maximum power of the device is specified at 200W. This specification refers to a resistive load with trailing or leading edge control

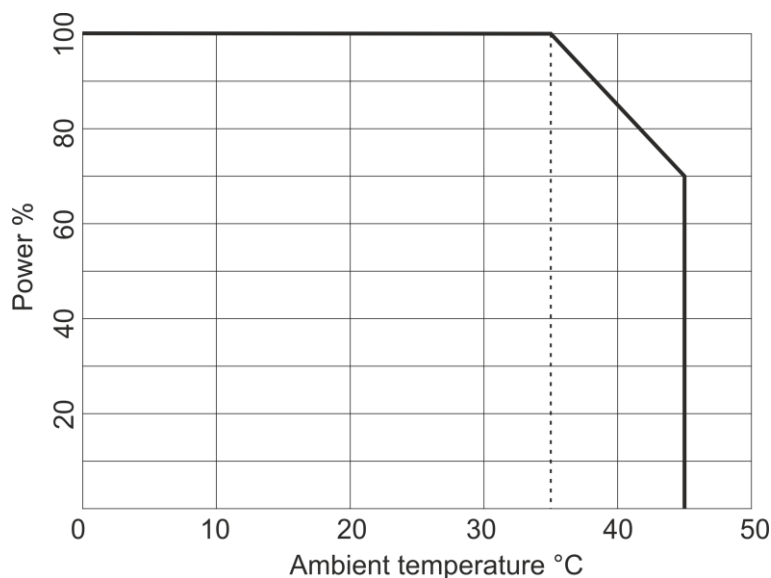
When using LED luminaire, the following restrictions must be observed:

- Leading edge control:  
Max. power 24W with max. 4 LED lamps
- Trailing edge control:  
Max. power 100W with max. 10 LED lamps

The maximum values of the connected load always depend on the connected load or lamp type (the various lamps, transformers, ballasts, ...) as well as on the operating mode (leading or trailing edge control) and may be lower than the specified values.

A mixture of loads with capacitive and inductive components is not permitted.

The following sketch is used to estimate the power derating when the ambient temperature increases:



## Safety shutdown

The dimming actuator has an electronic fuse for overcurrent and overtemperature. In both error cases, the output is switched off and can be switched on again via a command if the error is no longer present.

In addition, the device is also equipped with a fuses against overtemperature. This fuse stage protects connected devices and surrounding materials against severe damage, but leads to failure of the dimming actuator and can no longer be reset.

## 5 KNX Security

The KNX standard was extended by KNX Security to protect KNX installations from unauthorized access. KNX Security reliably prevents the monitoring of communication as well as the manipulation of the system.

The specification for KNX Security distinguishes between KNX IP Security and KNX Data Security. KNX IP Security protects the communication over IP while on KNX TP the communication remains unencrypted. Thus, KNX IP Security can also be used in existing KNX systems and with non-secure KNX TP devices.

KNX Data Security describes the encryption on telegram level. This means that the telegrams on the twisted pair bus or via RF (radio frequency) are also encrypted.



*Encrypted telegrams are longer than the previously used unencrypted ones. For secure programming via the bus, it is therefore necessary that the interface used (e.g. USB) and any intermediate line couplers support the so called KNX Long Frames.*

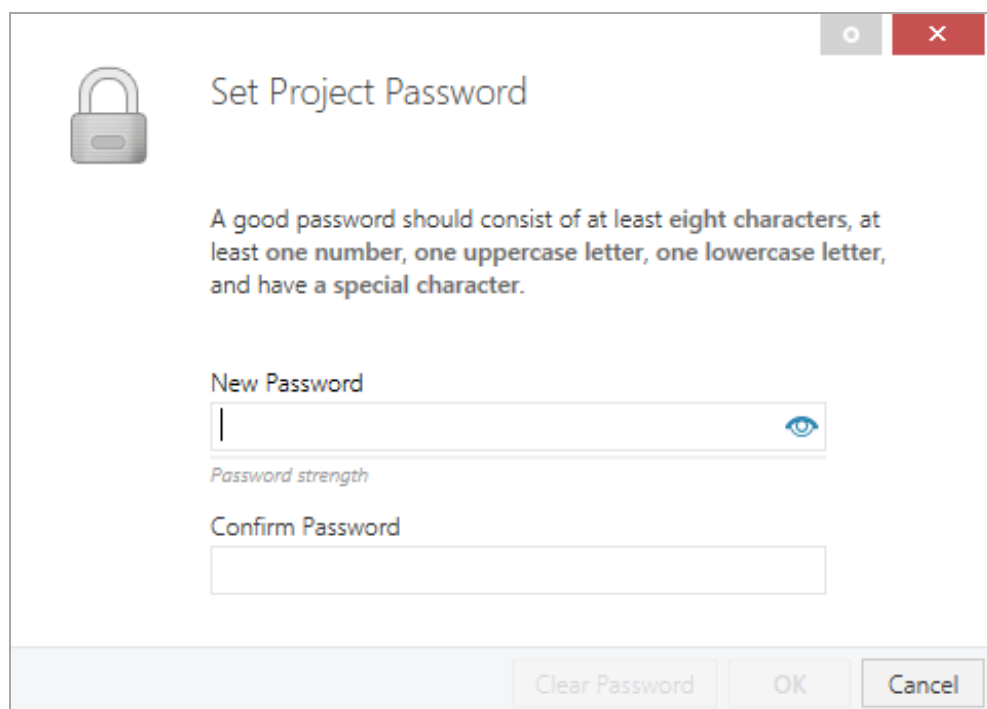
## 6 ETS database

The ETS 5 database (for ETS 5.7 or newer) can be downloaded from the product website of the KNX IO 530.1 *secure* ([www.weinzierl.de](http://www.weinzierl.de)) or from the ETS online catalogue.

The KNX IO 530.1 *secure* supports KNX Data Security to protect the device against unauthorized access from the KNX bus. If the device is programmed via the KNX bus, this is done with encrypted telegrams.

### 6.1 Secure commissioning

If the first product is inserted into a project with KNX Security, the ETS prompts you to enter a project password.



**Set Project Password**

A good password should consist of at least eight characters, at least one number, one uppercase letter, one lowercase letter, and have a special character.

New Password

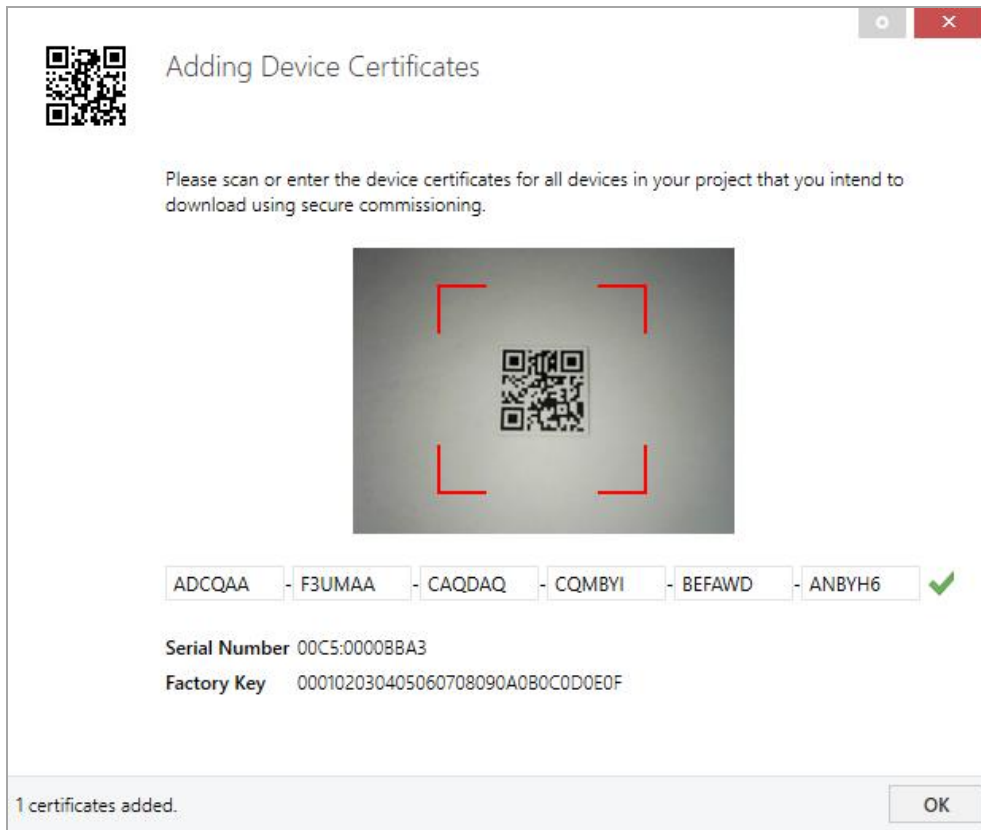
Password strength

Confirm Password

Clear Password OK Cancel

This password protects the ETS project from unauthorized access. This password is not a key that is used for KNX communication. The entry of the password can be bypassed with "Cancel", but this is not recommended for security reasons.

ETS requires a device certificate for each device with KNX Security that is created in the ETS. This certificate contains the serial number of the device as well as an initial key (FDSK = Factory Default Setup Key).



The certificate is printed as text on the device. It can also be scanned from the printed QR code via a webcam.

The list of all device certificates can be managed in the ETS panel Reports – Project Security.

This initial key is required to safely put a device into operation from the start. Even if the ETS download is recorded by a third party, the third party has no access to the secured devices afterwards. During the first secure download, the initial key is replaced by the ETS with a new key that is generated individually for each device. This prevents persons or devices who may know the initial key from accessing the device. The initial key is reactivated after a reset to factory default settings.

The serial number in the certificate enables the ETS to assign the correct key to a device during a download.

In the ETS project in the properties of the device, secure commissioning can be activated and the device certificate can be added:

**Properties**

Settings | Comments | Information

**Name**

**Individual Address**

**Description**

**Last Modified** -  
**Last Downloaded** -  
**Serial Number** -

**Secure Commissioning**  
 Activated

**Status**  
 Unknown

## 6.2 Secure group communication

Each object of the device can communicate either encrypted or unencrypted. The encryption is set under "Security" in the properties of the used group address:

**Properties**

Settings | Comments | Information

**Name**  
 Switch a

**Address**  
 1/1 / 1

**Description**





**Group Address Settings**  
☐ Central  
☐ Pass through Line Coupler

**Security**  
 Automatic

**Data Type**  
 1,001 switch

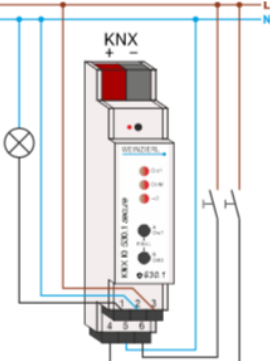
The setting "Automatic" activates encryption if both objects to be connected can communicate encrypted. Otherwise encrypted communication between the objects is not possible.

In the overview of communication objects in the ETS project, secured objects can be recognized by a shield symbol:

	Security	Number ^	Name	Object Function	Description	Group Address
		11	Button A0: Object a	Switch	Switch a	1/1/1
		12	Button A0: Object b	Switch	Switch b	1/1/2
		21	Button A1: Object a	Switch	Switch a	1/1/1
		22	Button A1: Object b	Switch	Switch b	1/1/2

A separate key is automatically generated by the ETS for each secured group address. These keys can also be checked in the ETS panel Reports – Project Security. To enable all devices to communicate with a secure group address, the keys must be known to all. Therefore a download must be made into all devices that use this group address when a key is created or changed. A key is changed by the ETS e.g. when the encryption of a group address is switched off and on again.

6.3 Description

1.1.1 KNX IO 530.1 secure > Description		
Description		
General settings	KNX IO 530.1 secure Dimmer with 1 dimming output and 2 binary inputs	<div>WEINZIERL</div>
Diagnostics		
+ Channel A: Switching actuator	KNX IO 530.1 secure is a compact 230 V dimmer with 1 dimming output and 2 binary inputs.	
+ Channel B: Input 1	The dimming actuator can be used for dimmable electric lights supplied with 230 V mains. To cover a wide range of usable electric lights the KNX IO 530.1 secure can operate with trailing or leading edge dimming.	
+ Channel B: Input 2	The configuration allows controlling the channel by switching, rel. dimming and dimming value. Several comfort functions are integrated as well, including scenes, slumber fading, staircase light and sequencer.  The inputs can be connected to conventional switches with an external voltage of 230 V.  Two push buttons and three LEDs allow a local operation and a visualization of the device state.  In addition to the output and input channels the device includes 16 independent functions for logic or timer control.	
Wiring scheme:		
Please consult device data sheet and manual for further information.		
Contact:		
Weinzierl Engineering GmbH Achatz 3 84508 Burgkirchen / Alz Germany www.weinzierl.de info@weinzierl.de		

This page shows the device description and the associated wiring scheme.

## 6.4 General Settings

1.1.1 KNX IO 530.1 secure > General settings	
Description	General settings
General settings	<div>Device name</div> <div>KNX IO 530.1 secure</div>
Diagnostics	<div>Send delay after bus power return</div> <div>5 s</div>
+ Channel A: Dimmer	<div>Prog. mode on device front</div> <div><input type="radio"/> Disabled <input checked="" type="radio"/> Enabled</div>
+ Channel B: Input 1	<div>Manual operation on device</div> <div>Enabled with time limit 10 min</div>
+ Channel B: Input 2	<div>Heartbeat</div> <div><input checked="" type="radio"/> Disabled <input type="radio"/> Enabled</div>
	<div>Dimmer</div> <div>Operating mode</div> <div>Dimmer</div>
	<div>Alarm objects for error conditions</div> <div><input checked="" type="radio"/> Disabled <input type="radio"/> Enabled</div>
	<div>Binary inputs</div> <div>Long button press after</div> <div>1.2 s</div>
	<div>Additional functions</div> <div>Logic / Timer</div> <div><input checked="" type="radio"/> Disabled <input type="radio"/> Enabled</div>

### Device name (30 Characters)

An arbitrary name can be assigned for the KNX IO 530.1 *secure*. The device name should be meaningful, e.g. "Living Room". This helps the clarity of the ETS project.

### Send delay after bus power return

A send delay of telegrams after the return of the bus voltage can be set via this parameter. In this case, telegrams from the device are sent to the KNX bus in a delayed manner by the set time. This results in a reduction of the bus load at a bus power return. Other functions such as receiving telegrams of switching operations of the actuator are not affected by this parameter.

### Prog. mode on device front

In addition to the normal programming button **3** the device allows activating the programming mode on the device front without opening the switchboard cover. The programming mode can be activated and deactivated via pressing simultaneously both buttons **7** and **8**.

This feature can be enabled and disabled via the parameter "Prog. mode on device front". The recessed programming button **3** (next to the Programming LED **2**) is always enabled and not influenced by this parameter.

### Manual operation on device

This parameter is used to configure the manual operation on the device. The manual operation mode can be disabled or activated (with or without time limitation). The time limit defines the duration until the automatic return from the manual operation mode back into the normal operating mode.

The device is in normal operating mode when the manual control is not active. In the manual operating mode, received switching telegrams are ignored. When the manual operation mode is terminated (after expiry of the time limit or manually), the last state of the outputs remains, until a new switching telegram is received again.



The following options are selectable:

- Disabled
- Enabled with time limit 1 min
- Enabled with time limit 10 min
- Enabled with time limit 30 min
- Enabled without time limit

## Heartbeat

Cyclic sending of values to the KNX-Bus, to indicate that the device is operational. For the Cycle time values between 1 min and 24h are selectable.

Group object	Type KNX	Size	Direction
GO 1 Heartbeat - Trigger	1.001	1 Bit	To KNX

## Operating mode

The operating mode of the output can be selected here, dimmer or switching actuator is available.

## Alarm objects for error conditions

With this parameter, the following objects for the visualization of error states become visible:

Group object	Type KNX	Size	Direction
GO 2 Alarm - Overload	1.001	1 Bit	To KNX
GO 3 Alarm - Overtemperature	1.001	1 Bit	To KNX
GO 4 Alarm - No supply voltage	1.001	1 Bit	To KNX

If an error condition is detected, the dimmer output switches off and an ON telegram is sent via the respective object. The output is disabled for the duration of the error state, if it is resolved, the respective object sends an OFF telegram, and the dimmer can be used normally again.

Overload is triggered from a load of 8A, overtemperature from a measured temperature of 85°C in the load section. If no value is received by the load section for longer than 3 seconds, the error state "No supply voltage" is triggered.

## Long button press after

Here the time for detection of a long actuation can be set, this time is valid for all input channels of the binary input.

## 6.5 Operating mode dimmer

The following settings are available in the operating mode dimmer:

### 6.5.1 Diagnostics

1.1.1 KNX IO 530.1 secure > Diagnostics

Description

General settings

Diagnostics

+ Channel A: Dimmer

+ Channel B: Input 1

+ Channel B: Input 2

Diagnostics

This page provides diagnostic information.

The individual address and the application have to be programmed.

Mains state

Overtemperature

Temperature [°C]

Timestamp

29,15

2025-04-23 / 13:23:25

Channel A

State

Brightness

Dimmer

70 %

70

%

Set value

Off

In delivery state, trailing edge is used as dimming method.

Channel B

State

Input 1

Input 2

Refresh

For diagnostic purposes, the controller data can be read during runtime using the "Refresh" button.

Following general information is available:

- **Mains state:** Shows if mains power is connected
- **Overtemperature:** Indicates whether an overtemperature (> 85 °C) has been triggered.
- **Temperature [°C]:** Shows measured temperature
- **Timestamp:** Shows timestamp of last refresh

#### Channel A: Dimmer

Following information/function is available:

- **State:** Shows if dimmer is active and the current brightness
- **Brightness:** Brightness for dimmer
- **Set value:** Sets the selected "Brightness" to dimmer
- **Off:** Turn off dimmer

#### Channel B: Input 1/2

Shows state of binary input

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## 6.5.2 Dimmer A: General

1.1.1 KNX IO 530.1 secure > Channel A: Dimmer > Dimmer A: General

Description	Dimmer A: General	
General settings		
Diagnostics		
Channel A: Dimmer		
Dimmer A: General		
Dimmer A: Dimmer		
Dimmer A: Dimming curve		
Dimmer A: Sequencer		
+ Channel B: Input 1		
+ Channel B: Input 2		
	Name	<input type="text" value="Dimmer A"/>
	Function	<input checked="" type="radio"/> Dimmer <input type="radio"/> Staircase function
	Send state	<input type="text" value="Cyclic and on change"/>
	Time for cyclic state	<input type="text" value="6 hour"/>
	Behavior on bus power loss	<input type="radio"/> No reaction <input checked="" type="radio"/> Dimm to value
	Dimming value	<input type="text" value="100"/> %
	Behavior after bus power return	<input type="text" value="Dimm to value"/>
	Dimming value	<input type="text" value="100"/> %
	Dimming mode	<input checked="" type="radio"/> Trailing edge <input type="radio"/> Leading edge
	Scene function	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
	Automatic mode	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
	Slumber function	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
	Lock function	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled

### Name (30 Characters)

An arbitrary name can be assigned for the channel. However, this should be clear and meaningful, this makes it easier to work with the associated group objects, because the given name is displayed there as a label. If no name is assigned, the group objects are named "Dimmer A".

### Function

This parameter defines the functionality of the actuator, the following options are selectable:

- Disabled
- Dimmer
 

When this functionality is selected, scene function, automatic mode, slumber and lock function are available. In the "Dimmer" function, objects for switching on/off, relative dimming, dimmer control via dimming and RGB value can be configured. The parameter page "Dimmer A: Dimmer" is displayed.
- Staircase function
 

The parameter page "Dimmer A: Staircase function" is displayed. Only the lock function is available here.

When a function is selected, the following parameters appear:

## Send state

This parameter defines the behavior of the state objects:

- Disabled  
State objects are deactivated and not displayed.
- Only on read  
State objects send only on request.
- On change  
The switch object sends an OFF telegram when the output value changes to 0%, an ON telegram when the output value changes from 0% to a value greater than 0%. The value object transmits with a time interval of at least 1 second if the value at the output has changed by at least 1% or if a dimming process has been completed.
- Cyclic and on change  
State objects send cyclically and on value change.

Group object	Type KNX	Size	Direction
GO 16 Dimmer A: Dimming output - State On/Off	1.001	1 Bit	To KNX
GO 17 Dimmer A: Dimming output -State value	5.001	1 Byte	To KNX

## Time for cyclic state

With this parameter, the cycle time can be set, when "Cyclic and on change" is selected for sending state.

## Behavior on bus power failure

The behavior of the output in the event of bus power failure can be configured here.

The following options are selectable:

- No reaction
- Dim to value  
A parameter for adjusting the value appears.

## Behavior after bus power return

Here the behavior of the output after bus power return can be configured. This behavior will be set after every device restart (e.g. also on restart after ETS download).

The following options are selectable:

- No reaction
- Dim to value  
A parameter for adjusting the value appears.
- State like before bus power failure

## Dimming mode

This parameter determines the dimming mode, trailing edge and leading edge are available for selection, for further information on selecting the appropriate dimming mode, see section "4. Operating parameters of dimmer channel".

## Scene function

The scene function can be activated or deactivated here; it is only available in the "Dimmer" operating mode. If this function is activated, the parameter page "Dimmer A: Scene function" appears for further configuration of scenes 1-16. The further functionality is explained in section G.

## Automatic mode

Automatic mode is only available in the "Dimmer" function. If this mode is selected, the following objects become visible:

Group object	Type KNX	Size	Direction
GO 19 Dimmer A: Automatic Mode - Activate	1.001	1 Bit	From/To KNX
GO 20 Dimmer A: Autom. dimming abs. - Set value	5.001	1 Byte	From KNX

When using automatic mode, the dimmer can be controlled via object 20, e.g. for light control or daylight-dependent basic lighting.

In automatic mode, the dimmer can be manually overridden by dimming on/off, dimming rel., dimming value, scene, slumber function or sequencer. During manual override, values of object 20 are ignored, each manual override restarts the fallback time.

After the fallback time set in the parameter has elapsed, the values received on object 20 are processed again.

Via object 19, the automatic can be switched on or off at any time, it also serves as a state object for automatic mode.

## Slumber function

The slumber function is only available in the "Dimmer" operating mode. The slumber function offers 2 different fade times each for switching on and off via object. If this function is activated, a new parameter page appears, which is explained in section H.

## Lock function

The lock function can be activated or deactivated here.

This function is available in both "Dimmer" and "Staircase function" operating modes. If this function is activated, a new parameter page appears for further configuration, which is explained in Section I in more detail.

## 6.5.3 Dimmer A: Dimmer

### 6.5.3.1 Object Dimming on/off

1.1.1 KNX IO 530.1 secure > Channel A: Dimmer > Dimmer A: Dimmer

Description	Dimmer A: Dimmer	
General settings		
Diagnostics		
Channel A: Dimmer		
Dimmer A: General		
<b>Dimmer A: Dimmer</b>		
Dimmer A: Dimming curve		
Dimmer A: Sequencer		
+ Channel B: Input 1		
+ Channel B: Input 2		

Object Dimming on/off ☐ Disabled ☒ Enabled

Behavior on ON telegram (when dimmer is off) Dimm to fix value

Behavior on ON telegram (when dimmer is on) Dimm to fix value

Dimming value on ON telegram 100 %

Fade time on ON telegram (related to 100%) 00:00:00 hh:mm:ss

Behavior on OFF telegram ☐ No reaction ☒ Dimm to fix value

Dimming value on OFF telegram 0 %

Behavior on 2nd OFF telegram ☒ No reaction ☐ Switch off

Fade time on OFF telegram (related to 100%) 00:00:00 hh:mm:ss

Day/night switching Disabled

---

Object Dimming rel. ☒ Disabled ☐ Enabled

---

Object Dimming value ☒ Disabled ☐ Enabled

---

Object RGB value ☒ Disabled ☐ Enabled

For switching the dimmers, the following object is available, if it has been activated via parameters:

Group object	Type KNX	Size	Direction
GO 11 Dimmer A: Dimming on/off - Switch	1.001	1 Bit	From KNX

#### Behavior on ON telegram (when dimmer is off)

If the dimmer is switched off, this parameter can be used to configure the behavior when switching on via object 11.

It is available:

- No reaction
- Dim to fix value
- Dim to last value before switching off

#### Behavior on ON telegram (when dimmer is on)

If the dimmer is already switched on, this parameter can be used to configure the behavior for a new ON telegram via object 11.

It is available:

- No reaction
- Dim to fix value
- Dim to fix value if higher than actual

## Dimming value on ON telegram

This value is activated by ON telegram via object 11 with suitable parameterization.

## Fade time on ON telegram

This fade time is active when an ON telegram is received. The period refers to a complete dimming process of 0-100%.

## Behavior on OFF telegram

This parameter describes the behavior of the dimmer when an OFF telegram is sent via object 11.

It is available:

- No reaction
- Dim to fix value

## Dimming value on OFF telegram

This value is activated by OFF telegram via object 11 with suitable parameterization.

## Behavior on 2. OFF telegram

This parameter describes the behavior of the dimmer when a 2. OFF telegram is received via object 11.

It is available:

- No reaction
- Switch off

The 2. OFF telegram must follow the 1. OFF telegram within 1 second in order to be evaluated. If the current brightness is equal to or lower than the parameterized brightness for OFF telegram, the device is already switched off by the 1. OFF telegram.

## Fade time on OFF telegram

This fade time is active when an OFF telegram is received. The period refers to a complete dimming process of 0-100%.

## Day/night switching

When using this function, the following objects are visible for switching between day/night mode:

Group object	Type KNX	Size	Direction
GO 15 Dimmer A: Day/Night - Switch	1.001	1 Bit	From KNX

Day mode is triggered with an ON telegram on object 15, night mode with an OFF telegram. After a restart, the device is in day mode.

In addition, it can be determined when the values become active after receiving a telegram on these objects, it is available:

- Disabled
- Switch on day/night telegram  
Immediately after reception of day/night switching, it is dimmed to the active value according to the last switch-on/switch-off received via object 11.
- Switch on next on/off telegram  
The currently active value is not used until the next switch on/off telegram via object 11.

There is a separate switch-on and switch-off value for night mode in the parameters, in day mode the always visible values are used.

## Dimming value on ON telegram (night)

If the dimmer is in night mode, this value is activated by ON telegram via object 11 and suitable parameterization.

## Dimming value on OFF telegram (night)

If the dimmer is in night mode, this value is activated by OFF telegram via object 11 and suitable parameterization.

## Fade time for day/night switching

This fade time is only active if switching on day/night telegram is used. If switching on next on/off telegram is used, the regular fade time of the respective on or off telegram is active. The period refers to a complete dimming process of 0-100%.

### 6.5.3.2 Object Dimming rel.

1.1.1 KNX IO 530.1 secure > Channel A: Dimmer > Dimmer A: Dimmer	
Description	Dimmer A: Dimmer
General settings	Object Dimming on/off <input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
Diagnostics	
Channel A: Dimmer	Object Dimming rel. <input type="radio"/> Disabled <input checked="" type="radio"/> Enabled
Dimmer A: General	Minimal dimming value while dimming brighter with object <input type="text" value="20"/> %
Dimmer A: Dimmer	Minimal dimming value while dimming darker with object <input type="text" value="0"/> %
Dimmer A: Dimming curve	Maximal dimming value while dimming with object <input type="text" value="100"/> %
Dimmer A: Sequencer	Fade time while dimming brighter with object (related to 100%) <input type="text" value="00:00:04"/> hh:mm:ss
	Fade time while dimming darker with object (related to 100%) <input type="text" value="00:00:04"/> hh:mm:ss
Channel B: Input 1	Object Dimming value <input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
Channel B: Input 2	Object RGB value <input checked="" type="radio"/> Disabled <input type="radio"/> Enabled



The following object is available for dimming using relative dimming commands, if activated via parameters:

Group object	Type KNX	Size	Direction
GO 12 Dimmer A: Dimming rel. - Brighter/Darker	3.007	4 Bit	From KNX

## Minimal dimming value while dimming brighter with object

This value is jumped to when increasing the brightness via relative dimming if the current dimming value is below the minimum dimming value while dimming darker. The brightness is then increased until a dimming stop command is received or the maximum brightness is reached.

For further information on setting this parameter, see section "4. Operating parameters of dimmer channel".

## Minimal dimming value while dimming darker with object

This parameter determines the minimum dimming value that can be reached when reducing the brightness via relative dimming. If the current dimming value is below the minimum value, the brightness cannot be reduced via object 12.

For further information on setting this parameter, see section "4. Operating parameters of dimmer channel".

## Maximal dimming value while dimming with object

This parameter can be used to set which maximum dimming value can be achieved via relative dimming. If the current dimming value is above the maximum value, the brightness cannot be increased via object 12.

## Fade time while dimming brighter with object

This fade time is active when the brightness is increased by relative dimming with object 12. The period refers to a complete dimming process of 0-100%.

## Fade time while dimming darker with object

This fade time is active when the brightness is decreased by relative dimming with object 12. The period refers to a complete dimming process of 0-100%.

## 6.5.3.3 Object Dimming value

1.1.1 KNX IO 530.1 secure > Channel A: Dimmer > Dimmer A: Dimmer

Description	Dimmer A: Dimmer		
General settings	Object Dimming on/off	<input checked="" type="radio"/> Disabled	<input type="radio"/> Enabled
Diagnostics	Object Dimming rel.	<input checked="" type="radio"/> Disabled	<input type="radio"/> Enabled
Channel A: Dimmer	Object Dimming value	<input type="radio"/> Disabled	<input checked="" type="radio"/> Enabled
Dimmer A: General	Minimal dimming value when switching on dimmer with object	20	%
Dimmer A: Dimmer	Minimal dimming value when switching off dimmer with object	20	%
Dimmer A: Dimming curve	Switch off dimmer by object	With telegram value below minimal value	
Dimmer A: Sequencer	Maximal dimming value for controlling dimming value with object	100	%
Channel B: Input 1	Fade time while dimming brighter with object (related to 100%)	00:00:04	hh:mm:ss
Channel B: Input 2	Fade time while dimming darker with object (related to 100%)	00:00:04	hh:mm:ss
	Object RGB value	<input checked="" type="radio"/> Disabled	<input type="radio"/> Enabled

The following object is used to control the dimmer via dimming value if it has been activated via parameters:

Group object	Type KNX	Size	Direction
GO 13 Dimmer A: Dimming abs. - Set value	5.001	1 Byte	From KNX

### Minimal dimming value when switching on dimmer with object

When a dimming value >0% is received, the value set here is jumped to if the current dimming value is below the minimum dimming value when switching off. If the received value is greater than the value set here, the brightness is increased until the telegram value or the maximum brightness is reached.

For further information on setting this parameter, see section "4. Operating parameters of dimmer channel".

### Minimal dimming value when switching off dimmer with object

This parameter determines the minimum dimming value that can be achieved by reducing the brightness via the dimming value.

For further information on setting this parameter, see section "4. Operating parameters of dimmer channel".

If a value >0% is set here, the following parameter is also visible:

## Switch off dimmer by object

Here it can be set whether the dimmer can be switched off via object 13:

- Disabled  
When receiving a telegram value smaller than the minimum dimming value when switching off, the dimmer is controlled with the set minimum value.
- With telegram value below minimal value  
When receiving a telegram value smaller than the set minimum dimming value when switching off, the dimmer switches off.
- With telegram value 0%  
When a telegram value of 0% is received, the dimmer switches off, otherwise the dimmer is controlled with the minimum value if a telegram value smaller than the set minimum dimming value when switching off is received.

## Maximal dimming value for changing dimming value with object

This parameter can be used to configure which maximum dimming value can be reached via object 13. If a value above the maximum value is received, the dimmer is controlled with the maximum value.

## Fade time while dimming brighter with object

This fade time is active when the brightness is increased by relative dimming with object 13. The period refers to a complete dimming process of 0-100%.

## Fade time while dimming darker with object

This fade time is active when the brightness is decreased by relative dimming with object 13. The period refers to a complete dimming process of 0-100%.

## 6.5.3.4 Object RGB value

1.1.1 KNX IO 530.1 secure > Channel A: Dimmer > Dimmer A: Dimmer

Description	Dimmer A: Dimmer		
General settings	Object Dimming on/off	<input checked="" type="radio"/> Disabled	<input type="radio"/> Enabled
Diagnostics	Object Dimming rel.	<input checked="" type="radio"/> Disabled	<input type="radio"/> Enabled
Channel A: Dimmer	Object Dimming value	<input checked="" type="radio"/> Disabled	<input type="radio"/> Enabled
Dimmer A: General	Object RGB value	<input type="radio"/> Disabled	<input checked="" type="radio"/> Enabled
Dimmer A: Dimmer	RGB value usage	Use brightness (max. value of red, green, blue) ▼	
Dimmer A: Dimming curve	Minimal value for changing color by object	0 ▲ ▼	
Dimmer A: Sequencer	Maximal value for changing color by object	255 ▲ ▼	
Channel B: Input 1	Fade time while dimming brighter with object (related to 100%)	00:00:04	hh:mm:ss
Channel B: Input 2	Fade time while dimming darker with object (related to 100%)	00:00:04	hh:mm:ss

To control the dimmer via RGB color value, the following object is available, if activated via parameter:

Group object	Type KNX	Size	Direction
GO 14 Dimmer A: RGB color value - Set value	232.600	3 Byte	From KNX

### RGB value usage

Here it is set how a received RGB color value is to be processed:

- Use red part  
The 1. byte of the RGB value (red) is used to control the brightness of the dimmer.
- Use green part  
The 2. byte of the RGB value (green) is used to control the brightness of the dimmer.
- Use blue part  
The 3. byte of the RGB value (blue) is used to control the brightness of the dimmer.
- Use white (min. value of red, green, blue)  
The smallest value of the 3 bytes is used to control the brightness of the dimmer.
- Use brightness (max. value of red, green, blue)  
The largest value of the 3 bytes is used to control the brightness of the dimmer.

### Minimal value for changing color by object

This parameter can be used to configure which minimum dimming value can be set via object 14. If a value below the minimum value is received, the dimmer is controlled with the minimal value.

### Maximal value for changing color by object

This parameter can be used to configure which maximum dimming value can be set via object 14. If a value above the maximum value is received, the dimmer is controlled with the maximum value.

## Fade time while dimming brighter with object

This dimming time is active when the brightness is increased by values received via object 14. The time period refers to a complete dimming process of 0-100%.

## Fade time while dimming darker with object

This dimming time is active when the brightness is decreased by values received via object 14. The time period refers to a complete dimming process of 0-100%.

## 6.5.4 Dimmer A: Staircase function

1.1.1 KNX IO 530.1 secure > Channel A: Dimmer > Dimmer A: Staircase function

Description	Dimmer A: Staircase function	
General settings		
Diagnostics		
Channel A: Dimmer		
Dimmer A: General		
Dimmer A: Staircase function		
Dimmer A: Dimming curve		
Dimmer A: Sequencer		
Channel B: Input 1		
Channel B: Input 2		
	Dimming value on switching on staircase function (day)	100 %
	Dimming value on switching on staircase function (night)	50 %
	Fade time for switching on (related to 100%)	00:00:01 hh:mm:ss
	Delay time of staircase function	10 min
	Reaction on ON telegram	<input type="radio"/> Switch on <input checked="" type="radio"/> Switch to switch-off delay
	Delay time retriggerable	<input type="radio"/> Disabled <input checked="" type="radio"/> Enabled
	Orientation light after delay time	30 s
	Dimming value while orientation light	20 %
	Fade time for orientation light (related to 100%)	00:00:10 hh:mm:ss
	Reaction on OFF telegram	Ignore
	Dimming value on switching off staircase function (day)	0 %
	Dimming value on switching off staircase function (night)	10 %
	Fade time for switching off (related to 100%)	00:01:00 hh:mm:ss

This parameter page can be used to implement a staircase function with optional orientation light. The staircase function can be overridden by the lock function. It has the following objects:

Group object	Type KNX	Size	Direction
GO 11 Dimmer A: Staircase function - Trigger	1.010	1 Bit	From KNX
GO 15 Dimmer A: Day/Night - Switch	1.001	1 Bit	From KNX

Day mode is triggered with an ON telegram on object 15, night mode with an OFF telegram. After a restart, the device is in day mode.

### Dimming value on switching on the staircase function (day)

This value is used in day mode when the staircase function is switched on via ON telegram to object 11.

### Dimming value on switching on the staircase function (night)

This value is used in night operation when the staircase function is switched on via ON telegram to object 11.

## **Fade time for switching on**

This dimming time is active when the staircase function is switched on via ON telegram to object 11. The period refers to a complete dimming process of 0-100%.

## **Delay time for staircase function**

After the delay time has elapsed, the dimmer is dimmed to the switch-off or orientation light value depending on the parameter setting.

## **Reaction on ON telegram**

This parameter determines the behavior after switching on the staircase function via ON telegram on object 11: When "Switch on" is set, the channel remains switched on after ON telegram until the follow-up time is started via OFF telegram. In the setting "Switch to delay time", the channel enters the delay time immediately after the ON telegram.

## **Delay time retriggerable**

If it is set that the delay time is started with ON telegram, this parameter determines whether only the 1. ON telegram on object 11 starts the delay time, or also any further.

If it is set that the delay time is started with OFF telegram, this parameter determines whether only the 1. OFF telegram on object 11 starts the delay time, or also any other if the staircase function is already in the delay time.

## **Orientation light after delay time**

This parameter can be used to set whether the dimmer dims to switch-off value or to orientation light at the end of the delay time, as well as the duration of the orientation light.

It is available:

- Disabled
- 1 s
- 2 s
- 5 s
- 10 s
- 30 s
- 1 min
- 2 min
- 5 min
- 10 min
- 20 min
- 30 min
- 1 h
- 2 h
- Without time limit

## **Dimming value while orientation light**

This value is dimmed to at the end of the delay time when orientation light is used.

## **Fade time for orientation light**

This fade time is active when the staircase function dims to orientation light. The period refers to a complete dimming process of 0-100%.

## **Reaction on OFF telegram**

Here it can be set how the staircase function behaves in the event of an OFF telegram. The following options are available:

- Ignore  
No reaction of the channel on OFF telegram
- Switch off  
Switch to switch-off value from the parameters
- Switch to switch-off delay  
The delay time is started with OFF telegram.
- Switch to orientation light  
The orientation light phase is started with OFF telegram.
- Switch to orientation light/switch off  
With 1. OFF telegram the orientation light phase is started, with 2. OFF telegram it is dimmed to switch-off value.

## **Dimming value on switching off the staircase function (day)**

This value is dimmed to in day mode if the staircase function is switched off after the delay time or via OFF telegram on object 11.

## **Dimming value on switching off the staircase function (night)**

This value is dimmed to in night mode if the staircase function is switched off after the delay time or via OFF telegram on object 11.

## **Fade time for switching off**

This fade time is active when the staircase function dims to the switch-off value. The period refers to a complete dimming process of 0-100%.

## 6.5.5 Dimmer A: Dimming curve

1.1.1 KNX IO 530.1 secure > Channel A: Dimmer > Dimmer A: Dimming curve

Description	Dimmer A: Dimming curve		
General settings	Dimming curve <span>Linear</span>		
Diagnostics	Dimming output at 0%	0	%
Channel A: Dimmer	Dimming output at 10%	10	%
	Dimming output at 20%	20	%
	Dimming output at 30%	30	%
	Dimming output at 40%	40	%
	Dimming output at 50%	50	%
	Dimming output at 60%	60	%
	Dimming output at 70%	70	%
	Dimming output at 80%	80	%
	Dimming output at 90%	90	%
	Dimming output at 100%	100	%
Dimmer A: General	Adjustment of channel	100	%
Dimmer A: Staircase function	Offset	0	%
Dimmer A: Dimming curve			
Dimmer A: Sequencer			
+ Channel B: Input 1			
+ Channel B: Input 2			

This parameter page is used for fine adjustment of the dimmer to different light sources.



*All parameters on this page only affect the PWM value of the output, not the dimming or output status value.*

### Dimming curve

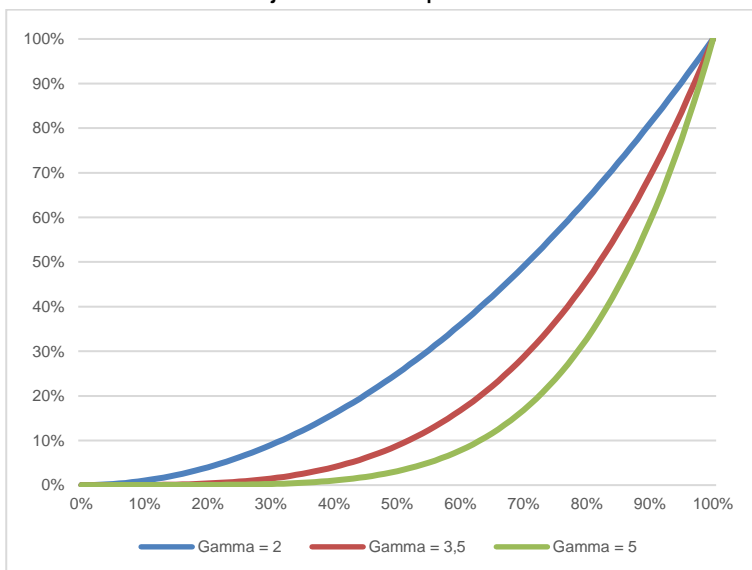
Here it can be specified which PWM values are output by the dimming outputs when the dimming channel has reached a certain dimming value. The following options are available:

- Linear
- Logarithmic
- User defined
- Gamma

Gamma correction according to the formula:

$$\text{PWM value} = \text{Dimming value}^{\text{Gamma}}$$

Gamma is adjustable via parameter from 1.00 to 5.00.

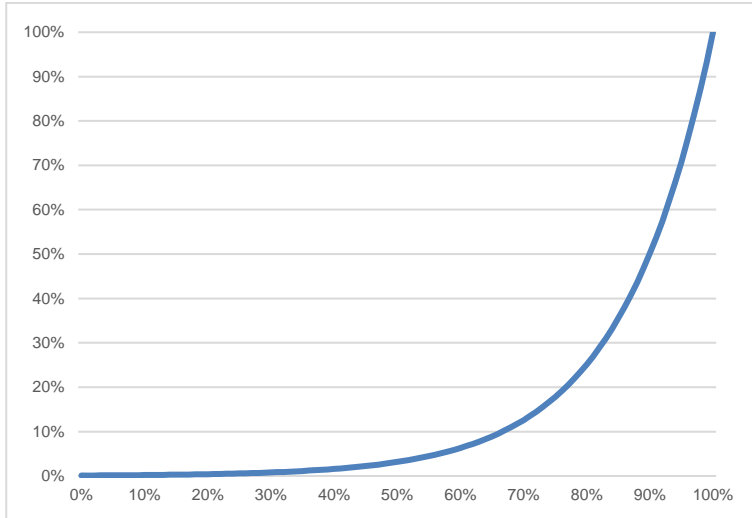




- DALI

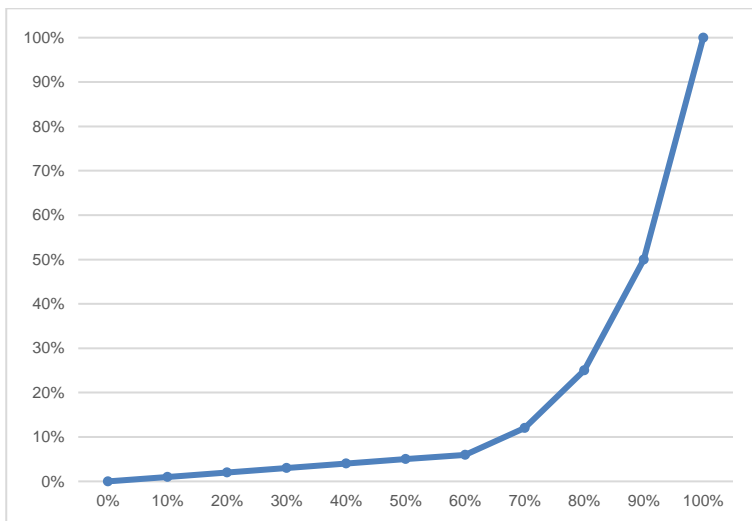
Function based on DALI with the formula:

$$\text{PWM value} = 10^{3 \cdot (\text{Dimming value} - 1)}$$



## Dimming output at x%

For the "Linear", "Logarithmic" and "User defined" dimming curves, these values determine the PWM values of a dimming output at the specified dimming value. Values between the specified points are calculated and output linearly. As an example, a dimming output with dimming curve "Logarithmic" behaves according to the following graph:



The output values are fixed for the "Linear" and "Logarithmic" dimming curves, and can be freely configured for the "User-defined" curves.



*If a dimming value of 0% is reached, the channel always switches off.*

## Adjustment of channel

The PWM value of the calculated value by the dimming curve is additionally scaled with this value.

## Offset

This offset is added to all calculated PWM values of the dimming curve except 0%.

6.5.6 Dimmer A: Scene function

1.1.1 KNX IO 530.1 secure > Channel A: Dimmer > Dimmer A: Scene function

Description	Dimmer A: Scene function		
General settings	Fade time on activation of scene (related to 100%) <div>00:00:04</div> hh:mm:ss		
Diagnostics			
Channel A: Dimmer			
Dimmer A: General	Scene 1 <div>Dimming value</div>		
Dimmer A: Dimmer	Number	1	
Dimmer A: Dimming curve	Dimming value	10	%
Dimmer A: Scene function	Scene 2 <div>Learnable</div>		
Dimmer A: Sequencer	Number	2	
Channel B: Input 1	Scene 3 <div>Dimming value</div>		
Channel B: Input 2	Number	3	
	Dimming value	30	%
	Scene 4 <div>Learnable</div>		
	Number	4	
	Scene 5 <div>No reaction</div>		
	Scene 6 <div>No reaction</div>		
	Scene 7 <div>No reaction</div>		
	Scene 8 <div>No reaction</div>		
	Scene 9 <div>No reaction</div>		
	Scene 10 <div>No reaction</div>		
	Scene 11 <div>No reaction</div>		
	Scene 12 <div>No reaction</div>		
	Scene 13 <div>No reaction</div>		
	Scene 14 <div>No reaction</div>		
	Scene 15 <div>No reaction</div>		
	Scene 16 <div>No reaction</div>		

If the scene function is activated, the following group objects appear:

Group object	Type KNX	Size	Direction
GO 18 Dimmer A: Scene - Activ./Lrn.	18.001	1 Byte	From KNX

Fade time on activation of scene

Here the period can be set in which the received scene is dimmed to. The period refers to a complete dimming process of 0-100%.

Scene 1-16

These parameters can be used to configure the reaction of the channel when the respective scene is received.

It is available:

- No reaction
- Dimming value  
The output is switched to the set dimming value if the scene of the corresponding number was received.
- Learnable  
With the help of a scene control telegram, the current state at the output for the respective scene can be saved here. Thus the scene can be adapted by the user without ETS download.

## Number

With this parameter any scene number between 1 and 64 can be assigned to the scene. No scene numbers may be assigned twice.

### 6.5.7 Dimmer A: Slumber function

1.1.1 KNX IO 530.1 secure > Channel A: Dimmer > Dimmer A: Slumber function

Description	Dimmer A: Slumber function	
General settings		
Diagnostics		
Channel A: Dimmer		
Dimmer A: General		
Dimmer A: Dimmer		
Dimmer A: Dimming curve		
Dimmer A: Slumber function		
Dimmer A: Sequencer		
+ Channel B: Input 1		
+ Channel B: Input 2		

Target value while switching on slumber function  %

Target value while switching off slumber function  %

Fade time on 1. ON telegram (1. button press, related to 100%)  hh:mm:ss

Fade time on 2. ON telegram (2. button press, related to 100%)  hh:mm:ss

Fade time on 1. OFF telegram (1. button press, related to 100%)  hh:mm:ss

Fade time on 2. OFF telegram (2. button press, related to 100%)  hh:mm:ss

If the slumber function is active, the following objects are visible:

Group object	Type KNX	Size	Direction
GO 21 Dimmer A: Slumber function - Trigger	1.001	1 Bit	From KNX

#### Target value while switching on the slumber function

This value is reached by the channel after completion of the dimming process after receiving an ON telegram via object 21.

#### Target value while switching off the slumber function

This value is reached by the channel after completion of the dimming process after receiving an OFF telegram via object 21.

## Fade time on 1. ON telegram (1. button press)

This fade time is used to dim to the target value for switching on after the 1. button press. The period refers to a complete dimming process of 0-100%.

## Fade time on 2. ON telegram (2. button press)

This fade time is used to dim to the target value for switching on after the 2. button press. The period refers to a complete dimming process of 0-100%.

## Fade time on 1. OFF telegram (1. button press)

This fade time is used to dim to the target value for switching off after the 1. button press. The period refers to a complete dimming process of 0-100%.

## Fade time on 2. OFF telegram (2. button press)

This fade time is used to dim to the target value for switching off after the 2. button press. The period refers to a complete dimming process of 0-100%.

## 6.5.8 Dimmer A: Lock function

1.1.1 KNX IO 530.1 secure > Channel A: Dimmer > Dimmer A: Lock function

Description	Dimmer A: Lock function	
General settings	Polarity of object <input checked="" type="radio"/> Lock active on 1 <input type="radio"/> Lock active on 0	
Diagnostics	Behavior on start <input type="radio"/> No reaction <input checked="" type="radio"/> Dimm to value	
Channel A: Dimmer	Dimming value <input type="text" value="100"/> %	
Dimmer A: General	Behavior at end <input type="text" value="Dimm to value"/>	
Dimmer A: Dimmer	Dimming value <input type="text" value="10"/> %	
Dimmer A: Dimming curve		
<b>Dimmer A: Lock function</b>		
Dimmer A: Sequencer		
+ Channel B: Input 1		
+ Channel B: Input 2		

If the lock function is activated, the following objects are active:

Group object	Type KNX	Size	Direction
GO 22 Dimmer A: Lock - Activate	1.001	1 Bit	From KNX
GO 23 Dimmer A: Prior. dimming on/off - Switch	1.001	1 Bit	From KNX
GO 24 Dimmer A: Prior. dimming rel. - Brighter/Darker	3.007	4 Bit	From KNX
GO 25 Dimmer A: Prior. dimming abs. - Set value	5.001	1 Byte	From KNX

If the lock was activated by object 22, other received telegrams for dimmer, automatic mode, slumber, scene function and sequencer are not executed.

In addition to the lock object, 3 priority objects become visible when the lock function is activated, with which the dimmer can be controlled independently of the lock. This makes it possible to set an initial state without affecting other functions.

*Example of the priority objects:*

*In the case of events in public buildings or in restaurants, the normal operation can be set into an inoperative state by the lock group object. Thus it is possible to lock during the lecture or concert, switches that are accessible to unauthorized persons, in order to prevent unmeant switching. Nevertheless, the individual lamps can controlled by use of the priority object without canceling the lock.*

## **Polarity of object**

This parameter defines, if the lock should be activated by receiving a 1 or by receiving a 0.

The following options are selectable:

- Lock active on 1
- Lock active on 0

## **Behavior on start**

This parameter configures, which state the output should set, if the lock activates.

The following options are selectable:

- No reaction
- Dim to value

A parameter for adjusting the value appears.

This output state can still be changed by the priority object.

## **Behavior at end**

This parameter defines, which state the output should set, if the lock deactivates.

The following options are selectable:

- No reaction
- Dim to value

A parameter for adjusting the value appears.

- State before lock

This restores the original state before the lock was activated. Telegrams received during the lock are ignored.

- State without lock

Here the state of the last received telegram is restored. This takes into account the received telegrams during the lock. Thus, when the lock is deactivated, the last received telegram is set.

## 6.5.9 Dimmer A: Sequencer

1.1.1 KNX IO 530.1 secure > Channel A: Dimmer > Dimmer A: Sequencer

Description	Dimmer A: Sequencer	
General settings		
Diagnostics		
Channel A: Dimmer		
Dimmer A: General		
Dimmer A: Dimmer		
Dimmer A: Dimming curve		
Dimmer A: Lock function		
Dimmer A: Sequencer		
+ Channel B: Input 1		
+ Channel B: Input 2		

Steps of sequencer

3

Resume sequence after man. operation

Only by object

Step after man. operation

Active step

Polarity of object "Sequence on/off"

☐ Switch on with 0
 ☒ Switch on with 1

Behaviour on switching on

No reaction

Behaviour on switching off

Complete actual step

Step 1:

Step 1

Start by time

☐ Disabled
 ☒ Start by time of day

Start time

07:00:00

hh:mm:ss

Start by ON/OFF telegram

☒ Disabled
 ☐ Enabled

Start by scene number

☒ Disabled
 ☐ Enabled

Action

Brightness

Brightness

100

%

Fade time (related to 100%)

00:00:00

hh:mm:ss

Step 2:

Step 2

Start by time

Start after last trigger

Start time

00:00:01

hh:mm:ss

Start by ON/OFF telegram

☒ Disabled
 ☐ Enabled

Start by scene number

☒ Disabled
 ☐ Enabled

Action

Send scene number

Scene number to send

2

Step 3:

Step 3

Start by time

Start after last trigger

Start time

00:00:01

hh:mm:ss

Start by ON/OFF telegram

☒ Disabled
 ☐ Enabled

Start by scene number

☒ Disabled
 ☐ Enabled

Action

Brightness

Brightness

0

%

Fade time (related to 100%)

00:00:00

hh:mm:ss

The sequencer can be used to create complex sequence programs consisting of up to 32 individual steps for the dimmer channel. The individual steps can be activated under the following starting conditions:

- At a fixed time of day
- After a waiting time from a previous step has elapsed
- By on/off telegram
- When receiving a parameterized scene number

When a step is activated, a value can be dimmed to or a scene number can be sent, and a step or a whole sequence of steps can be repeated cyclically.

The following objects are available for the general control of the sequencer:

Group object	Type KNX	Size	Direction
GO 33 Dimmer A: Sequence suspend - Suspend/Resume	1.001	1 Bit	From KNX
GO 34 Dimmer A: Sequence on/off - Switch	1.001	1 Bit	From KNX

The following parameters determine the general behavior of the sequencer:

## Steps of sequencer

Number of steps (0...32) to be used

## Resume sequence after man. operation

An activated sequence can always be interrupted or continued via object 33 an ON telegram interrupts the sequence, and with an OFF telegram it is continued.

A sequence is also interrupted after manual operation, i.e. after commands for dimmer, automatic mode, slumber or scene function.

In addition, this parameter determines how an interrupted sequence can still be continued:

- Only by object  
The sequence can only be continued by object 33.
- After off-time  
The sequence is continued after the set off-time.
- On next activated step  
The sequence is continued with the next activated step, the next step can be activated by object or time-controlled.

## Off-time

Only visible if the sequence is to be continued after off-time, with this parameter the off-time can be configured.

## Step after man. operation

This step is executed when resuming after manual operation, the function of the set step is always executed, regardless of its otherwise set starting conditions.

## Polarity of object "Sequence on/off"

This parameter can be used to set the telegram value with which the sequence can be switched on and off via object 34. If the sequence is switched off, any further activation of a step is disabled.

## Behavior on switching on

Here it is determined how the sequencer behaves when switched on by object 34:

- No reaction  
No function is executed, the sequencer waits for steps to be activated.
- Step x  
The function of the step is executed (independent of the other set start conditions of the step), the sequence is then continued according to its configuration from this step onwards.

Switching on also reactivates a sequence interrupted by manual operation.

## Behavior on switching off

Here it is determined how the sequencer behaves when switched off by object 34:

- Complete actual step  
If the sequencer is in a dimming process, it is completed.
- Step x  
The function of the step is executed (independent of the other set start conditions of the step).
- Stop immediately  
If the sequencer is in a dimming process, it is stopped.

Apart from the set behavior when switching off, any further activation of a step after switching off is disabled until the sequencer is switched on again by object 34.

## Step 1-32:

Step 2:	<input type="text" value="Step 2"/>
Start by time	<input type="text" value="Start after last trigger"/>
Start time	<input type="text" value="00:00:01"/> hh:mm:ss
Start by ON/OFF telegram	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
Start by scene number	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
Action	<input type="text" value="Send scene number"/>
Scene number to send	<input type="text" value="2"/>

When a step is activated, its parameters for configuration appear.

In the text box at the top right with the content "Step x", you can enter your own name for the step. This designation serves for better orientation of the user and has no influence on the function of the step.



## Start by time

This parameter is used to configure a temporal start condition of the step.

- Disabled  
Start condition not used
- Start at a fixed time of day  
Here the time of day at which the step should start can be entered. When using this start condition, the current time must have been received via the following object:

Group object	Type KNX	Size	Direction
GO 5 Time of Day - Set	10.001	3 Byte	From KNX



*If no valid time was received by object 5, all start conditions at fixed times of day are not active.*



*The time is continuously updated by the device through its internal timers, but component tolerances always result in a deviation from the actual time. Therefore, the current time should be sent to the device by a precise timer at least twice a day in order to keep the deviation as small as possible.*

- Start after last trigger  
Here you can specify the time interval to wait after the previous activation before executing the step. This start condition is not available for step 1.

## Start time

Here either the time day or the waiting time can be specified for the execution of the current step, if a timed start condition is used.

## Start by ON/OFF telegram

When using this start condition, a separate object is available for each step:

Group object	Type KNX	Size	Direction
GO 35-66 Dimmer A: Sequence Step x on/off - Switch	1.001	1 Bit	From KNX

An ON telegram to one of these objects activates the respective step, the sequence is then continued according to its configuration from this step onwards.

An OFF telegram also activates this step, but resets the sequence at the same time.

## Start by scene number

When using this start condition, the following object becomes visible:

Group object	Type KNX	Size	Direction
GO 31 Dimmer A: Sequence scene - Activate step	18.001	1 Byte	From KNX

A telegram with the set scene on this object activates the respective step, the sequence is then continued according to its configuration from this step onwards.

All steps with this start condition are controlled by this object.

## Action

When the step is activated, the configured function is executed, the following functions are available for selection:

- **None**  
No function is executed, for example this can be used to implement a switch-on delay for a sequence.
- **Start loop**  
The sequence continues from the selected step. Parameters for the initial step of the loop and the number of loops become visible.
- **Send scene number**

When using this function, the following object becomes visible:

Group object	Type KNX	Size	Direction
GO 32 Dimmer A: Sequence Scene - Send scene	18.001	1 Byte	To KNX

- A parameter for the scene number to be sent becomes visible. When the step is activated, this scene number is sent via the object.
- All steps send the scene number via this object, if this function is used for the respective step.
- **Brightness**  
Parameters for brightness and fade time become visible. When this step is activated, the dimmer dims from the current brightness value to the specified brightness with the parameterized fade time. This time is related to a complete dimming process of 0-100%.

## 6.6 Operating mode switching actuator

The following settings are available in the operating mode switching actuator:

### 6.6.1 Diagnostics

1.1.1 KNX IO 530.1 secure > Diagnostics

Description	Diagnostics	
General settings		
Diagnostics	<div>  This page provides diagnostic information. The individual address and the application have to be programmed.         </div>	
+ Channel A: Switching actuator	Mains state	
+ Channel B: Input 1	Overtemperature	
+ Channel B: Input 2	Temperature [°C]	30,63
	Timestamp	2025-04-23 / 13:40:18
	Channel A	State
	Actuator	<div>On Off</div>
	Channel B	State
	Input 1	
	Input 2	
	Refresh	

For diagnostic purposes, the controller data can be read during runtime using the "Refresh" button.

Following general information is available:

- **Mains state:** Shows if mains power is connected
- **Overtemperature:** Indicates whether an overtemperature (> 85 °C) has been triggered.
- **Temperature [°C]:** Shows measured temperature
- **Timestamp:** Shows timestamp of last refresh

#### Channel A: Actuator

Following information/function is available:

- **State:** Shows if actuator is active
- **On/Off:** Switches actuator

#### Channel B: Input 1/2

Shows state of binary input

## 6.6.2 Actuator A: General

1.1.1 KNX IO 530.1 secure > Channel A: Switching actuator	
Description	Actuator A: General
General settings	
Diagnostics	
Channel A: Switching actuator	
Actuator A: General	
Channel B: Input 1	
Channel B: Input 2	

Name	Actuator A
Function	Universal output
Scene function	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
Send state	Cyclic and on change
Time for cyclic state	6 hour
Behavior on bus power failure	Switch on
Behavior after bus power return	State like before bus power failure
Lock function	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled

### Name (30 Characters)

An arbitrary name can be assigned for the channel. However, this should be clear and meaningful, this makes it easier to work with the associated group objects, because the given name is displayed there as a label. If no name is assigned, the group objects are named “Actuator A: ...”.

### Function

This parameter defines the functionality of the actuator.

The following options are selectable:

- Universal output
- On/Off delay
- Staircase function
- Valve actuator (PWM for thermal servo)

If the actuator is not “Disabled”, the following parameters are displayed:

### Behavior after bus power return

The behavior which is held at the output during the bus power failure can be configured here.

The following options are selectable:

- No reaction
- Switch on
- Switch off

### Behavior after bus power return

Here the behavior of the output after bus power return can be configured. This behavior will be set after every device restart (e.g. also on restart after ETS download).

The following options are selectable:

- No reaction
- Switch on
- Switch off
- State like before bus power failure

## Send state

This parameter defines the behavior of the state objects:

- Disabled  
State objects are deactivated and not displayed
- Only on read  
State objects send only on request
- On change  
State objects send on value change
- Cyclic and on change  
State objects send cyclically and on value change

Group object	Type KNX	Size	Direction
GO 18 Actuator A: Output - State	1.001	1 Bit	To KNX
GO 19 Actuator A: Valve actuator (PWM) - State*	5.001	1 Byte	To KNX

\* if valve actuator was selected

## Time for cyclic state

Is selected state object "Cyclic and on change", in this parameter the cycle time can be set.

## Lock function

With this parameter the lock function can be enabled. If this functionality is activated, the associated group objects as well as the parameter page "Actuator A: Lock function" are displayed for further configuration. If the lock has been activated via the group object "Lock", the received switching telegrams are not executed.

In addition to the lock object, there is also a priority object, which can be switched independently of the lock. Thus, it is possible to set an output state without affecting other functions.

Group object	Type KNX	Size	Direction
GO 15 Actuator A: Lock - Activate	1.001	1 Bit	From KNX
GO 16 Actuator A: Prior. output - Switch	1.001	1 Bit	From KNX

### Example of the priority object:

*In the case of events in public buildings or in restaurants, the normal operation can be set into an inoperative state by the lock group object. Thus it is possible to lock during the lecture or concert, switches that are accessible to unauthorized persons, in order to prevent unmeant switching. Nevertheless, the individual lamps can controlled by use of the priority object without canceling the lock.*

## 6.6.3 Actuator A: Lock function

1.1.1 KNX IO 530.1 secure > Channel A: Switching actuator > Actuator A: Lock function	
Description	Actuator A: Lock function
General settings	
Diagnostics	
Channel A: Switching actuator	
Actuator A: General	
Actuator A: Lock function	
Channel B: Input 1	
Channel B: Input 2	

Polarity of object ☒ Lock active on 1 ☐ Lock active on 0

Behavior on start Switch on

Behavior at end State before lock

### Polarity of object

The following options are selectable:

- Lock active on 1
- Lock active on 0

### Behavior on start

This parameter configures, which state the output should set, if the lock activates.

The following options are selectable:

- No reaction
- Switch on
- Switch off

This output state can still be changed by the priority object.

### Behavior at end

This parameter defines, which state the output should set, if the lock deactivates.

The following options are selectable:

- No reaction
- Switch on
- Switch off
- State before lock  
This restores the original state before the lock was activated. Switching telegrams received during the lock are ignored.
- State without lock  
Here the state of the last received switching telegram is restored. This takes into account the received switching telegrams during the lock. Thus, when the lock is deactivated, the last received switching telegram is set.

## Function (Universal output)

If the universal output is selected on the parameter page "Actuator A: General", the actuator can be used as a switching output. A parameter for the scene function is also displayed.

Group object	Type KNX	Size	Direction
GO 11 Actuator A: Output - Switch	1.001	1 Bit	From KNX

## Scene function

With this parameter the scene function can be enabled or disabled. If this functionality is enabled, the respective group object as well as the parameter page "Actuator A: Scene function" are displayed for further configuration of scenes 1-16.

Group object	Type KNX	Size	Direction
GO 12 Actuator A: Scene - Activ./Lrn.	18.001	1 Bit	From KNX

## 6.6.4 Actuator A: Scene function

1.1.1 KNX IO 530.1 secure > Channel A: Switching actuator > Actuator A: Scene function

Description	Actuator A: Scene function	
General settings		
Diagnostics		
Channel A: Switching actuator		
Actuator A: General		
Actuator A: Scene function		
Channel B: Input 1		
Channel B: Input 2		

Scene 1	Switch on
Number	1
Scene 2	Switch off
Number	2
Scene 3	Learnable
Number	3
Scene 4	No reaction
Scene 5	No reaction
Scene 6	No reaction
Scene 7	No reaction
Scene 8	No reaction
Scene 9	No reaction
Scene 10	No reaction
Scene 11	No reaction
Scene 12	No reaction
Scene 13	No reaction
Scene 14	No reaction
Scene 15	No reaction
Scene 16	No reaction

## Scene 1-16

These parameters can be used to configure the state, which is set at the output when the respective scene is executed.

The following options are selectable:

- No reaction
  - Switch on
  - Switch off
  - Learnable
- By using a scene control telegram, the current state at the output can be saved for the respective scene. This allows the user to customize the scene without ETS download.

Number

This parameter sets any scene number between 1 and 64 to the scene. There must not configured any scene numbers twice.

Function (On/Off delay)

If the ON/OFF delay is selected on the parameter page "Actuator A: General", delayed switching times can be configured. The "Actuator A: On/Off Delay" parameter page is displayed for this purpose.

Group object	Type KNX	Size	Direction
GO 11 Actuator A: Output - Switch	1.001	1 Bit	From KNX

6.6.5 Actuator A: On/Off delay

1.1.1 KNX IO 530.1 secure > Channel A: Switching actuator > Actuator A: On/Off delay

Description	Actuator A: On/Off delay	
General settings		
Diagnostics		
Channel A: Switching actuator		
Actuator A: General		
Actuator A: On/Off delay		
Channel B: Input 1		
Channel B: Input 2		

On delay time

5 s

Retriggerable

☒ Disabled ☐ Enabled

Off delay time

30 s

Retriggerable

☒ Disabled ☐ Enabled

On delay time

The duration of the switch-on delay is configured in this parameter.

Input -----1-----0-----

Output -----| -T-1-----0-----

Off delay time

The duration of the switch-off delay is configured in this parameter.

Input -----1-----0-----

Output -----1-----| -T-0-----



## Retriggerable

If these parameters are activated, the respective delay time is restarted upon receipt of the corresponding switching signal.

## Function (Staircase function)

If the staircase function is selected on the parameter page "Actuator A: General", a group object for the staircase function appears in addition to the normal switching object. Via the additional parameter page "Actuator A: Staircase function" this function can be configured.

Group object	Type KNX	Size	Direction
GO 11 Actuator A: Output - Switch	1.001	1 Bit	From KNX
GO 13 Actuator A: Staircase function - Trigger	1.010	1 Bit	From KNX

## 6.6.6 Actuator A: Staircase function

1.1.1 KNX IO 530.1 secure > Channel A: Switching actuator > Actuator A: Staircase function

Description	Actuator A: Staircase function	
General settings	Switch off time	10 min
Diagnostics	Retriggerable	<input type="radio"/> Disabled <input checked="" type="radio"/> Enabled
Channel A: Switching actuator	Reaction on 'OFF' telegram	<input checked="" type="radio"/> Switch off <input type="radio"/> Ignore
Actuator A: General	Time for warning before switch off	20 s
Actuator A: Staircase function	Time of interrupt	500 ms
+ Channel B: Input 1		
+ Channel B: Input 2		

## Switch off time

The time for which the output is activated after an ON telegram (object of the staircase function) has been received, can set in this parameter.

**Input**                   -----1-----0-----

**Output**               -----1-T-0-----

## Retriggerable

This parameter can be used to set whether the follow-up time is to be restarted when an ON telegram is received on the object of the staircase function.

## Reaction on 'OFF' telegram

This parameter can be used to set whether an OFF telegram on the object of the staircase function should be processed or ignored.

Time for warning before switch off

The time between pre-warning and deactivation is configured, or the pre-warning is deactivated with this parameter. If the pre-warning time is longer than the actual follow-up time, no pre-warning is carried out.

Time of interrupt

The pre-warning is indicated by a brief interruption (switch off -> switch on). The duration of this interrupt is configured in this parameter.



*LED lamps often have a long follow-up time, in which the lamp still lights even though it is already switched off. With such lamps longer interrupt times must be set to generate a "visible" interruption.*

Function (Valve actuator)

The function valve actuator is foreseen to control thermoelectric valve drives which are used for floor heating but also for radiators. It maps the continuous position (0% - 100%) to an ongoing On/Off sequence called PWM (pulse width modulation) signal.

If the valve actuator is selected on the parameter page "Actuator A: General", a group object for the valve actuator appears instead of the normal switching object. This allows the current PWM at the output to be set via KNX (0% - 100%). An additional parameter page "Actuator A: Valve actuator" appears for the configuration of the valve actuator.

The received control value is saved automatically by the device, to continue faultless after a possible bus power loss.

Group object	Type KNX	Size	Direction
GO 14 Actuator A: Valve actuator (PWM) - Control value	5.001	1 Byte	From KNX

6.6.7 Actuator A: Valve actuator

1.1.1 KNX IO 530.1 secure > Channel A: Switching actuator > Actuator A: Valve actuator

Description	Actuator A: Valve actuator	
General settings		
Diagnostics		
Channel A: Switching actuator		
Actuator A: General		
Actuator A: Valve actuator		
Channel B: Input 1		
Channel B: Input 2		

Cyclic time (PWM)	15 min
Maximum control value (PWM)	100 %
Stuck protection	<input type="radio"/> Disabled <input checked="" type="radio"/> Enabled
Execution time	5 min
Monitoring interval	7 day
Protection on missing control value	<input type="radio"/> Disabled <input checked="" type="radio"/> Enabled
Protection control value (PWM)	10 %
Monitoring interval	2 hour

## Cyclic time (PWM)

The cyclic time of the PWM, which is used to control a servo drive, is configured with this parameter. One cycle involves a time range in which the output is switched on and one in which the output is switched off. The cyclic time corresponds to the period between two rising edges (state change at the output from OFF to ON). The longer the flow of the heating circuit (tube / pipe length), the higher the cyclic time should be set.



*Typical thermal servos require several minutes for a 100% valve change.*

## Maximum control value (PWM)

This parameter can be used to limit the maximum control value. The control value is expressed in percent and defines the period during which the output is switched on in one cycle.

*Example:*

*Cyclic time = 10 Min.*

*Maximum control value (PWM) = 80 %*

*Maximal output state = ON - 8 min / OFF - 2 min*

## Stuck protection

With the stuck protection, it is intended to prevent the valve from being damaged by corrosion or calcification, that it can no longer be moved. In case stuck protection is enabled, this is only triggered if the value is permanently 0 % or 100 %. On every other control value the servo already moves, so there is no need for a stuck protection.

Control value 0% → Open servo for the set time

Control value 100% → Close servo for the set time

In case the valve is not allowed to open, the stuck protection must be disabled.

## Execution time

If the stuck protection is activated, this parameter is used to set the duration of the state change.

## Monitoring interval

If the stuck protection is activated, this parameter sets the monitoring interval. If the state of the output remains unchanged for this time, the lock protection is triggered.

## Protection on missing control value

This parameter enables the protection function on missing control value telegrams. This is necessary in order to prevent unwanted and uncontrolled overheating or cooling down of the room, when the control value is missing.

Protection takes effect, as soon as no telegrams are received from the controller over a longer period of time. As soon as this extended telegram pause has occurred, it can be assumed that the corresponding controller has failed or the connection between the controller and the valve actuator has been interrupted.

## Protection control value (PWM)

If the protection on missing control value is enabled, this parameter sets a protection control value. This configured PWM value will set the output, if the protection is active.

As soon as telegrams from the controller are received again, the protection control value (PWM) is overwritten by the received value. The protection does not react again, until the waiting time in the set monitoring interval is exceeded between individual telegrams.

## Monitoring interval

If the protection on missing control value is enabled, this parameter sets the monitoring interval. If no further telegram is received by the device during this time, the protection function takes effect.

## Lock function (with valve actuator)

With this parameter the lock function can be disabled or enabled. If this functionality is activated, the associated group objects as well as the parameter page "Actuator 1: Lock function" are displayed for further configuration. If the lock has been activated via the group object "Lock", the received switching telegrams are not executed.

In addition to the lock object, there is also a priority object, which can be used to set a control value independently of the lock. Thus, it is possible to set an output PWM without affecting other functions.

When the lock is ended, the last received value (not priority object) is represented as PWM at the output.

Group object	Type KNX	Size	Direction
GO 15 Actuator A: Lock - Activate	1.001	1 Bit	From KNX
GO 17 Actuator A: Prior. valve actuator (PWM) - Control value	5.001	1 Byte	From KNX

## 6.6.8 Actuator A: Lock function

1.1.1 KNX IO 530.1 secure > Channel A: Switching actuator > Actuator A: Lock function

Description	Actuator A: Lock function	
General settings	Polarity of object <input checked="" type="radio"/> Lock active on 1 <input type="radio"/> Lock active on 0	
Diagnostics	Behavior on start <input type="radio"/> No reaction <input checked="" type="radio"/> Value	
Channel A: Switching actuator	Control value (PWM) 50 %	
Actuator A: General		
Actuator A: Valve actuator		
Actuator A: Lock function		
+ Channel B: Input 1		
+ Channel B: Input 2		

## Polarity of object

This parameter defines, if the lock should be activated by receiving a 1 or by receiving a 0.

The following options are selectable:

- Lock active on 1
- Lock active on 0

## Behavior on start

This parameter defines, which behavior the output should represent, if the lock activates.

The following options are selectable:

- No reaction  
The PWM value remains as to begin of the lock function.
- Value  
When the lock is activated, a defined PWM value is represented on the output.

## Control value (PWM)

If a defined PWM value should be set to the output when the lock is activated, this value can be set with this parameter.

## 6.7 Binary inputs

### 6.7.1 Input B1/B2: General

1.1.1 KNX IO 530.1 secure > Channel B: Input 1

Description	Input B1: General	
General settings	Name	<input type="text"/>
Diagnostics	Function	<div> <div>Disabled</div> <div> <div>Disabled</div> <div>Switching</div> <div>Dimming</div> <div>Shutter</div> <div>Send value</div> <div>Scene</div> <div>Generic</div> <div>Impulse counter</div> <div>Toggle actuator INTERNAL</div> <div>Switch on actuator INTERNAL</div> <div>Switch off actuator INTERNAL</div> </div> </div>

+ Channel A: Switching actuator  
- Channel B: Input 1  
  Input B1: General  
+ Channel B: Input 2

### Name (30 Characters)

An arbitrary name can be assigned for the channel. However, this should be clear and meaningful, this makes it easier to work with the associated group objects, because the given name is displayed there as a label. If no name is assigned, the group objects are named “Input ...” with the channel number, which is also used in this manual. The 1st channel will be described below, the functioning of the other 3 channels is according to the 1st.

## Function

This parameter defines the functionality of the connected contact. The following options are selectable:

- Disabled
- Switching
- Dimming
- Shutter
- Send value
- Scene
- Generic

A more detailed description of the functions can be found in the individual function descriptions.

The following options are also available for local operation of the dimmer channel:

- Toggle dimmer INTERN
- Switch on dimmer INTERN
- Switch off dimmer INTERN

A more detailed description of the functions can be found in the individual function descriptions.

### 6.7.1.1 Function “Switching, Dimming, Shutter, Send value, Scene or Generic”

If an input function of a channel is selected, the following parameters are displayed:

## Type

The mode of operation of the contact connected to the input channel can be configured here:

- Normally open contact
- Normally closed contact

## Lock function

With this parameter the lock function can be enabled. If this functionality is activated, the associated group objects as well as the parameter page "10.11 Input B1/B2: Lock function" are displayed for further configuration. If the lock has been activated via the group object, no telegrams are triggered by state changes of the connected contact.

Group object	Type KNX	Size	Direction
GO 76 Input B1/B2: Lock - Activate	1.001	1 Bit	From KNX

### 6.7.1.2 Function "Impulse counter"

1.1.1 KNX IO 530.1 secure > Channel B: Input 1

Description	Input B1: General	
General settings	Name	<input type="text"/>
Diagnostics	Function	Impulse counter ▼
+ Channel A: Switching actuator	Input signal	<input checked="" type="radio"/> Direct current <input type="radio"/> Alternate current
- Channel B: Input 1	<div>  The signal shall not exceed 100 ticks per second         </div>	
Input B1: General	Count on	<input checked="" type="radio"/> Rising edges <input type="radio"/> Falling edges
+ Channel B: Input 2	Scaled counter (e.g. [kWh])	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
	Rate of change (e.g. [kW], [m/s], [km/h])	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled

If the impulse counter function is selected, further parameters are displayed in the general settings of the input channel. Here, the general settings of the impulse counter are made, a scaled counter and/or counter of the rate of change must also be selected.

## Input signal

Here it can be selected whether DC or alternating voltage is applied to the binary input.

## Count on

This parameter can be used to determine whether the value of the counter is increased at the rising or falling edge at the input

## Scaled counter (e.g. [kWh])

Here, the scaled counter can be activated, the parameter page "Scaled counter" is displayed when activated.

## Rate of change (e.g. [kW], [m/s], [km/h])

The counter for a rate of change can be activated here. If activated, the "Rate of change" parameter page is displayed.

## 6.7.2 Input B1/B2: Switching

1.1.1 KNX IO 530.1 secure > Channel B: Input 1 > Input B1: Switching

Description	Input B1: Switching		
General settings	User control	<input checked="" type="radio"/> Press / Release	<input type="radio"/> Short / Long
Diagnostics	Function of output a on press	Switch on	
+ Channel A: Switching actuator	Function of output a on release	Switch off	
- Channel B: Input 1	Cyclic sending of object a	Disabled	
Input B1: General	<div> <i>i</i> State query for object a enabled         </div>		
Input B1: Switching	Output b	<input type="radio"/> Disabled <input checked="" type="radio"/> Enabled	
+ Channel B: Input 2	Function of output b on press	Toggle	
	Function of output b on release	No reaction	

If the switching function is selected, up to 2 binary switching telegrams can be sent via the following objects:

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Output a – Switch	1.001	1 Bit	To KNX
GO 72 Input B1/B2: Output b – Switch	1.001	1 Bit	To KNX

Output b is only visible when activated by parameter.

The time for detection of a long button press can be set in the general parameters and is valid for all inputs/buttons.

### User control

The parameter “User control” determines whether telegrams are sent when the input is changed (e.g. key switches) or when the button is operated short/long (e.g. button for switching/dimming).

### Function of object a/b on press

### Function of object a/b on short press

### Function of object a/b on release

### Function of object a/b on long press

It is selectable for each object a and b, which telegram is sent on press and release or on short/long button press.

The following options are available:

- No reaction
- Switch on
- Switch off
- Toggle
 

On toggle the last value received from the bus is evaluated if the write flag is activated on the object.

### Output b

Here you can show/hide the parameters and the object for output b.



## 6.7.2.1 Input B1/B2: Switching – State query

The Status query function is used, for example, to monitor window contacts.

The status query mode is automatically recognized by the firmware if the following parameter settings are present:

*User control: Press / Release*

*Function (...) on press: Switch on*

*Function (...) on release: Switch off*

or inverted:

*User control: Press / Release*

*Function (...) on press: Switch off*

*Function (...) on release: Switch on*

With configured status query, the value on the object is kept up to date. The value corresponds to the current state that is read. If the lock is active, the object value corresponds to the last status before the lock or the configured value when the lock is activated.

### **Cyclic sending of object a/b** *(only for state query)*

When the status query is active, cyclic sending can be configured independently for object a and b. The following options are available:

- 1 min
- 2 min
- 5 min
- 10 min
- 20 min
- 30 min
- 1 h
- 6 h
- 12 h
- 24 h



*When the lock is active, cyclic sending is disabled.*

## 6.7.3 Input B1/B2: Dimming

1.1.1 KNX IO 530.1 secure > Channel B: Input 1 > Input B1: Dimming

Description	Input B1: Dimming	
General settings	Dimming function	<div>On / Dim brighter</div> <div>On / Dim brighter ✓</div> <div>Off / Dim darker</div> <div>Toggle direction</div>
Diagnostics		
+ Channel A: Switching actuator		
- Channel B: Input 1		
Input B1: General		
Input B1: Dimming		
+ Channel B: Input 2		

On selection of function Dimming following objects are visible:

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Dimming on/off – Switch	1.001	1 Bit	To KNX
GO 72 Input B1/B2: Dimming relative – Brighter/Darker	3.007	4 Bit	To KNX



*The time for detection of a long button press can be set in the general parameters and is valid for all inputs/buttons.*

### Dimming function

The dimming function parameter determines whether only one switching / dimming direction or 1-button control is to be used:

- On / Dim brighter
- Off / Dim darker
- Toggle direction

On toggle direction, the last value received from the bus is evaluated if the write flag is activated on the object. This applies to object 11 and object 12.

In addition, object 13 is visible. If one of the limit values is received here as the status (e.g. 0 % or 100 %), the dimming direction is adjusted accordingly.

Group object	Type KNX	Size	Direction
GO 73 Input B1/B2: Dimming absolute – State	5.001	1 Byte	From KNX

If the input detects a short button press, a switching telegram is sent via object 11. On long button press, a relative dimming is sent over the entire dimming range to object 12. When releasing after long button press, a dimming-stop telegram is sent via object 12.

The time for detection of a long button press can be set in the general parameters and is valid for all channels.

## Dimming direction after switch on (only for toggle direction)

This parameter is only visible on toggle direction and determines the dimming direction of the next dimming command following an ON telegram.

This is useful in the bathroom, for example, when the light is switched on at low brightness at night and then should be dimmed brighter.

## 6.7.4 Input B1/B2: Shutter

1.1.1 KNX IO 530.1 secure > Channel B: Input 1 > Input B1: Shutter

Description	Input B1: Shutter	
General settings	Shutter direction	Up / Step-Stop
Diagnostics	User control	KNX standard: Long / Short
+ Channel A: Switching actuator	Additional function on very long button press	
- Channel B: Input 1	Additional function	Call scene
Input B1: General	Scene	1
Input B1: Shutter	Very long button press after [s]	5
+ Channel B: Input 2		

On selection of Shutter function following objects are visible:

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Drive start – Up/Down	1.008	1 Bit	To KNX
GO 72 Input B1/B2: Drive stop – Step/Stop	1.007	1 Bit	To KNX



*The time for detection of a long button press can be set in the general parameters and is valid for all inputs/buttons.*

## Shutter direction

The parameter “Shutter direction” determines whether only one shutter direction or 1-button control is to be used.

- Up
- Down
- Toggle

If the write flags are set, the shutter objects evaluate the last value received from the bus. This keeps the direction and state of the shutter in the button up to date. This applies to object 11 and object 12. In addition, object 13 is visible. If one of the limit values is received here as the status (e.g. 0 % or 100 %), the driving direction is adjusted accordingly.

Group object	Type KNX	Size	Direction
GO 73 Input B1/B2: Blind position – State	5.001	1 Byte	From KNX

## User control

The parameter "User control" determines the sending of telegrams on short and long button press:

- **KNX standard: Long / Short**  
This is the standard configuration for controlling a shutter.  
**Long actuation:** Drive command via object 11  
**Short actuation:** Stop/Step command via object 12  
**Very long actuation:** Additional function
  
- **KNX standard with turning time**  
This is the standard configuration for controlling a shutter with the extension that a stop is triggered when the shutter is released within the turning time. Thus, you can turn the slats with dead man.  
**Long actuation:** Drive command via object 11  
**Release after long actuation within turning time:** Stop/Step command via object 12  
**Release after long actuation after turning time:** No reaction  
**Short actuation:** Stop/Step command via object 12  
**Very long actuation:** Additional function
  
- **KNX Inverted: Short / Long**  
This is the inverted standard configuration for controlling a shutter. This should be used when the main usage is on move commands.  
**Short actuation:** Drive command via object 11  
**Long actuation:** Stop/Step command via object 12  
**Actuation during drive:** Stop/Step command via object 12  
**Very long actuation:** Additional function
  
- **Short / Short**  
This is an optimized variant for controlling a shutter, which uses only short button presses. The step command in the actuator should be disabled.  
**Short actuation:** Drive command via object 11  
**Actuation during drive:** Stop/Step command via object 12  
**Long actuation:** Additional function
  
- **Short / Short plus Long with turning time**  
This is an optimized variant for controlling a shutter, which mainly uses short button presses. A long button press can additionally be used to turn the slats. The step command in the actuator should be disabled.  
**Short actuation:** Drive command via object 11  
**Long actuation:** Drive command via object 11  
**Release after long actuation within turning time:** Stop/Step command via object 12  
**Release after long actuation after turning time:** No reaction  
**Actuation during drive:** Stop/Step command via object 12  
**Very long actuation:** Additional function

- **Hold (Deadman switch)**  
The dead man operation mode can be used for applications with short moving time, for example for skylights. The step command in the actuator should be disabled.  
**On actuation:** Drive command via object 11  
**On release:** Stop/Step command via object 12
  
- **Hold with turning time**  
This operating mode is suitable for applications with mainly short moving times, with the addition that long moving times, by holding beyond the turning time, can also be easily realized. The step command in the actuator should be disabled.  
**On actuation:** Drive command via object 11  
**On release within turning time:** Stop/Step command via object 12  
**On release after turning time:** No reaction
  
- **Hold, delayed with turning time**  
This is analog to the operating mode "Hold with turning time", with the difference that the movement is on the long button press. The step command in the actuator should be disabled.  
**Long actuation:** Drive command via object 11  
**Release after long actuation within turning time:** Stop/Step command via object 12  
**Release after long actuation after turning time:** No reaction  
**Short actuation:** Additional function  
**Actuation during drive:** Stop/Step command via object 12

## Drive time (Time window for stop) [s]

Only displayed for the user controls with "Actuation during drive: Stop/Step command". The time window for the actuation at which a stop/step command is sent is set here.

## Turning time [s]

Only displayed for the user controls with turning time. In general, by releasing within the turning time, the shutter can be stopped while continuing to move after the turning time.



*If the button tone is activated on the "General settings" page, the end of the turning time is indicated by a signal tone.*

## Additional function on short/long/very long button press

The following functions can be triggered by short/long/very long keystrokes:

- Switch on
  - Switch off
  - Toggle
- On toggle, the last value received from the bus is evaluated if the write flag is activated on the object.

Group object	Type KNX	Size	Direction
GO 74 Input B1/B2: Additional function – Switch	1.001	1 Bit	To KNX

- Dim brighter
- Dim darker

Group object	Type KNX	Size	Direction
GO 74 Input B1/B2: Additional function – Dimming relative	3.007	4 Bit	To KNX

- Drive up
- Drive down

Group object	Type KNX	Size	Direction
GO 74 Input B1/B2: Additional function – Up/Down	1.008	1 Bit	To KNX

- Step up / Stop
- Step down / Stop

Group object	Type KNX	Size	Direction
GO 74 Input B1/B2: Additional function – Step/Stop	1.007	1 Bit	To KNX

- Send value

With this function, a byte value can be sent. A parameter for selecting the value is displayed

Group object	Type KNX	Size	Direction
GO 74 Input B1/B2: Additional function – Send value	5.001	1 Byte	To KNX

- Call scene

With this function, a scene can be sent. A parameter for selecting the scene is displayed.

Group object	Type KNX	Size	Direction
GO 74 Input B1/B2: Additional function – Call scene	18.001	1 Byte	To KNX

- Save scene

With this function, a scene can be saved. A parameter for selecting the scene is displayed.

Group object	Type KNX	Size	Direction
GO 74 Input B1/B2: Additional function – Save scene	18.001	1 Byte	To KNX

## Very long button press after [s]

This parameter is visible only when using the very long actuation, it sets the time to detect a very long button press.

## 6.7.5 Input B1/B2: Send value

1.1.1 KNX IO 530.1 secure > Channel B: Input 1 > Input B1: Send Value

Description	Input B1: Send value	
General settings	Send value	Shutter
Diagnostics	Send blind position	<input type="radio"/> Disabled <input checked="" type="radio"/> Enabled
+ Channel A: Switching actuator	Value [%]	0
- Channel B: Input 1	Send slat position	<input type="radio"/> Disabled <input checked="" type="radio"/> Enabled
Input B1: General	Value [%]	0
Input B1: Send Value		
+ Channel B: Input 2		

If function Send value is selected, the following telegrams can be sent at button press:

- 1 byte - Percent value

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Send percent value (1 byte) – Set value	5.001	1 Byte	To KNX

- 1 byte - Integer value

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Send integer value (1 byte) – Set value	5.010	1 Byte	To KNX

- 2 byte - Integer value

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Send integer value (2 byte) – Set value	7.001	2 Byte	To KNX

- 2 byte - Float value

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Send float value (2 byte) – Set value	9.001	2 Byte	To KNX

- 3 byte - RGB value

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Send RGB color value (3 byte) – Set value	232.600	3 Byte	To KNX

- 14 byte - ASCII string

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Send ASCII string (14 byte) – Set value	16.000	14 Byte	To KNX

## ▪ Shutter

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Send blind position – Set position	5.001	1 Byte	To KNX
GO 72 Input B1/B2: Send slat position – Set position	5.001	1 Byte	To KNX



*If the shutter is selected as the value to be sent, height is sent on button press, lamella is sent on releasing the button, if the respective value is used.*

A field for entering the values to be sent is displayed, as well as the objects appropriate to the selected type.

## 6.7.6 Input B1/B2: Scene

1.1.1 KNX IO 530.1 secure > Channel B: Input 1 > Input B1: Scene

Description	Input B1: Scene	
General settings	Scene position 1	Scene 1
Diagnostics	Scene position 2	Scene 2
+ Channel A: Switching actuator	Scene position 3	Scene 3
- Channel B: Input 1	Scene position 4	Disabled
Input B1: General	Scene position 5	Disabled
Input B1: Scene	Scene position 6	Disabled
+ Channel B: Input 2	Scene position 7	Disabled
	Scene position 8	Disabled
	Reset scene position	30 s
	Condition on long button press	Send scene
	Scene	1
	Condition on very long button press	Save last scene
	Very long button press after [s]	5

On selection of Scene function the following object is visible:

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Send percent value (1 byte) – Set value	5.001	1 Byte	To KNX



*The time for detection of a long button press can be set in the general parameters and is valid for all inputs/buttons.*

## Scene position 1 - 8

For each position, scene 1 – 64 can be activated.

If only one scene position is activated, it is sent on short button press.

If several scene positions are used, the activated positions are switched through with each short button press.



The behavior for selecting and sending the scene positions can be determined by the following parameter.

## Reset scene position

The following options are available:

- **Never**  
Starting with the first scene position, the next position of the list is sent with each short button press, after the last scene position has been sent, the list starts again from the beginning.
- **After execution**  
This selection enables the parameter **Time until execution**.  
Beginning with the first scene position, each short button press switches the position by one position within the execution delay, at the end of the execution delay, the current scene position is sent.
- **5 s – 10 min**  
On each button press the configured delay time is started.  
Starting with the first scene position, the next position of the list is sent with each short button press, after the last scene position has been sent, the list starts again from the beginning.  
After the delay time has expired, the list starts again at the first scene position on the next short button press.



*When the button lock is used, the scene position is always reset when unlocking.*

## Condition on long button press

### Condition on very long button press

It is also possible to select how a long and very long button press should be handled:

- **No reaction**
- **Reset position**  
This function is used to override the behavior as set in the parameter **Reset scene position**.
- **Call scene**  
The scene configured in the appearing parameter is sent.
- **Save last scene**  
A telegram for “save scene” with the last sent scene is triggered.
- **Additional function**

## Additional function

The following functions can be triggered by a long or very long button press:

- Switch on
- Switch off
- Toggle

On toggle, the last value received from the bus is evaluated if the write flag is activated on the object.

Group object	Type KNX	Size	Direction
GO 75 Input B1/B2: Additional function – Switch	1.001	1 Bit	To KNX

- Dim brighter
- Dim darker

Group object	Type KNX	Size	Direction
GO 75 Input B1/B2: Additional function – Dimming relative	3.007	4 Bit	To KNX

- Drive up
- Drive down

Group object	Type KNX	Size	Direction
GO 75 Input B1/B2: Additional function – Up/Down	1.008	1 Bit	To KNX

- Step up / Stop
- Step down /Stop

Group object	Type KNX	Size	Direction
GO 75 Input B1/B2: Additional function – Step/Stop	1.007	1 Bit	To KNX

- Send value

With this function, a byte value can be sent. A parameter for selecting the value is displayed.

Group object	Type KNX	Size	Direction
GO 75 Input B1/B2: Additional function – Send value	5.001	1 Byte	To KNX

## Very long button press after [s]

This parameter is visible only when using the very long actuation, he sets the time to detect a very long button press.

## 6.7.7 Input B1/B2: Generic

1.1.1 KNX IO 530.1 secure > Channel B: Input 1 > Input B1: Generic

Description	Input B1: Generic	
General settings	Button - Pressed	
Diagnostics	Function	Switch on
+ Channel A: Switching actuator		
- Channel B: Input 1	Button - Released	
	Function	Switch off
Input B1: General	Button - Pressed short	
Input B1: Generic	Function	Send value
	Value	0 / 0x00 / 0.0%
+ Channel B: Input 2	Button - Pressed long	
	Function	Call scene
	Scene	1
	Button - Pressed very long	
	Function	Save scene
	Scene	1
	Very long button press after [s]	5
	Trigger long (on very long button press)	<input checked="" type="radio"/> Enabled <input type="radio"/> Disabled

With this button function, a separate object is available for each event at the input/pushbutton in order to set the function of the input/pushbutton individually.

These events at the input/button and their associated objects are:

- Button – Pressed

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Pressed – ...	Depending on function		To KNX

- Button – Released

Group object	Type KNX	Size	Direction
GO 72 Input B1/B2: Released – ...	Depending on function		To KNX

- Button – Pressed short

Group object	Type KNX	Size	Direction
GO 73 Input B1/B2: Pressed short – ...	Depending on function		To KNX

- Button – Pressed long

Group object	Type KNX	Size	Direction
GO 74 Input B1/B2: Pressed long – ...	Depending on function		To KNX

- Button – Pressed very long

Group object	Type KNX	Size	Direction
GO 75 Input B1/B2: Pressed very long – ...	Depending on function		To KNX

Each event can be assigned the following functions:

- Switch on
- Switch off
- Toggle  
On toggle the last value received from the bus is evaluated if the write flag is activated on the object.

Group object	Type KNX	Size	Direction
GO ... Input B1/B2: ... – Switch	1.001	1 Bit	To KNX

- Dim brighter (no Stop)
- Dim darker (no Stop)
- Dim Stop

Group object	Type KNX	Size	Direction
GO ... Input B1/B2: ... – Dimming relative	3.007	4 Bit	To KNX

- Drive up
- Drive down

Group object	Type KNX	Size	Direction
GO ... Input B1/B2: ... – Up/Down	1.008	1 Bit	To KNX

- Step up / Stop
- Step down / Stop

Group object	Type KNX	Size	Direction
GO ... Input B1/B2: ... – Step/Stop	1.007	1 Bit	To KNX

- Send value  
With this function, a byte value can be sent. A parameter for selecting the value is displayed.

Group object	Type KNX	Size	Direction
GO ... Input B1/B2: ... – Send value	5.001	1 Byte	To KNX

- Call Scene  
With this function a scene can be sent, a parameter for selecting the scene is displayed.

Group object	Type KNX	Size	Direction
GO ... Taster A0: ... – Call scene	18.001	1 Byte	To KNX

- Save Scene

With this function a scene can be saved, a parameter for selecting the scene is displayed.

Group object	Type KNX	Size	Direction
GO ... Taster A0: ... – Save scene	18.001	1 Byte	To KNX

The time for detection of a long button press can be set in the general parameters and is valid for all inputs/buttons.

## Very long button press after [s]

This parameter is visible only when using the very long actuation, he sets the time to detect a very long button press.

## Long triggering (with very long keystroke)

This parameter is only visible when the long and very long actuation is used simultaneously.

If this parameter is activated, both events are always triggered after a very long actuation; if it is deactivated, the duration of the activation is evaluated: if it lies between the time of long and very long actuation, only the function for long actuation is triggered. If the time for very long actuation is exceeded, only the function for very long actuation is triggered.

## 6.7.8 Input B1/B2: Scaled counter

1.1.1 KNX IO 530.1 secure > Channel B: Input 1 > Input B1: Scaled counter

Description	Input B1: Scaled counter	
General settings	Scaling factor (Value per pulse)	1
Diagnostics	Datapoint type	Integer (32 bit) - DPT 13
+ Channel A: Switching actuator	Send condition	On change
- Channel B: Input 1	Send on value change (Delta)	1
Input B1: General	Monitoring limit value	<input type="radio"/> Disabled <input checked="" type="radio"/> Enabled
Input B1: Scaled counter	Limit value	1
+ Channel B: Input 2	Behavior on reaching limit value	<input type="radio"/> Send 0 <input checked="" type="radio"/> Send 1
	Behavior on reaching limit value	Counter continue
	Send on device restart	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
	Reset via object	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
	Reset on ETS download	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
	Lock function	<input checked="" type="radio"/> Disabled <input type="radio"/> Enabled
	Example: Electricity meter with 1000 impulses per kWh -> Scaling factor = 0.001 for kWh	

This counter can be used to count values on input impulses, where an integer value or a floating-point value can be selected as a counter variable. With this function, e.g. Electrical energy can be counted directly and sent to the bus via an object.

### Scaling factor (Value per pulse)

Here, a floating-point value is to be entered. It determines the value by which the counter value is increased per pulse.

### Datapoint type

The datapoint type of output object of the counter variable can be selected here:

- Integer (32 Bit) – DPT 13

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Counter – Value	13.013	4 Byte	To KNX

- Float (16 Bit) – DPT 9

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Counter – Value	9.024	2 Byte	To KNX

- Float (32 Bit) – DPT 14

Group object	Type KNX	Size	Direction
GO 71 Input B1/B2: Counter – Value	14.056	4 Byte	To KNX

## Send condition

This parameter can be used to determine how the current counter value is to be sent:

- On read  
No independent sending of the counter value by the device. To read the counter value, the read-flag of the group object has to be set.
- On change  
An additional parameter is displayed to select the minimal delta from the last sent value for sending a new counter value.
- Cyclically  
An additional parameter is displayed to configure the sending frequency of the counter variable.
- On change and cyclically  
Both sending conditions are active.

If the counter is locked by the object, also cyclic sending is stopped.

## Monitoring limit value

When limit monitoring is activated, the following object is displayed:

Group object	Type KNX	Size	Direction
GO 72 Input B1/B2: Counter threshold – State	1.002	1 Bit	To KNX

When limit monitoring is activated, the following parameters are displayed:

### Limit value

Here you can edit the checked limit value. The datapoint type is the same as the counter value.

### Behavior on reaching limit value (object)

Here it is possible to determine whether a 0 or a 1 is sent via the object “Counter threshold – State” when the limit value is reached.

### Behavior on reaching limit value (counter)

In addition to the limit value itself, it is possible to determine the behavior of the counter when the limit value is reached:

- Counter continue  
Counter value continues increasing on ever pulse
- Counter reset and continue  
Counter value is reset to 0 and continues increasing on ever pulse
- Counter stop  
Counter value stays on limit value and must be reset by object

## Send on device restart

It can be determined with this parameter whether the counter value should be sent when the device is restarted.

## Reset via object

If this function is activated, the following object appears:

Group object	Type KNX	Size	Direction
GO 73 Input B1/B2: Reset – Trigger	1.017	1 Bit	From KNX

When a telegram is received via this object, the current count values are reset to 0.

## Reset after ETS download

If this parameter is activated, the counter values are reset to 0 after device reset (e.g. after ETS download), otherwise they are retained.

## Lock function

The lock function can be activated or deactivated here. If this functionality is activated, the following group object appears, as well as the parameter page "[Input B1/B2: Lock function](#)" for detailed configuration.

Group object	Type KNX	Size	Direction
GO 76 Input B1/B2: Lock – Activate	1.001	1 Bit	From KNX

If the lock has been activated via the group object, state changes at the input do not cause an increase of the counter variable.



## 6.7.9 Input B1/B2: Rate of change

1.1.1 KNX IO 530.1 secure > Channel B: Input 1 > Input B1: Rate of change

Description	Input B1: Rate of change	
General settings	Scaling factor (Value per delta in base time span) <input type="text" value="1"/>	
Diagnostics	Time base <input checked="" type="radio"/> Pulses per second (e.g. [m/s], [km/h]) <input type="radio"/> Pulses per hour (e.g. [kW])	
+ Channel A: Switching actuator	Measurement time span <input type="text" value="10 s"/>	
- Channel B: Input 1	Datapoint type <input checked="" type="radio"/> Float (16 bit) - DPT 9 <input type="radio"/> Float (32 bit) - DPT 14	
Input B1: General	Send condition <input type="text" value="On change"/>	
Input B1: Rate of change	Send on value change (Delta) <input type="text" value="1"/>	
+ Channel B: Input 2	Monitoring limit value <input type="radio"/> Disabled <input checked="" type="radio"/> Enabled	
	Limit value <input type="text" value="1"/>	
	Behavior on exceeding limit value <input type="radio"/> Send 0 <input checked="" type="radio"/> Send 1	
	Behavior on going below limit value <input checked="" type="radio"/> Send 0 <input type="radio"/> Send 1	
	Example: Electricity meter with 1000 impulses per kWh -> Scaling factor = 0.001 for kW -> Scaling factor = 1 for W  Anemometer with 4 pulses per 1s at 1m/s -> Scaling factor = 0.25 for m/s -> Scaling factor = 0.25 * 3.6 = 0.9 for km/h	

This counter is used to connect devices to the bus where the rate of change is critical within a time interval, e.g. an anemometer.

### Scaling factor (Value per delta in base time span)

A floating-point value is to be entered here. It determines the value by which the counter value is increased on every pulse

### Time base

Here the time base of the rate of change can be specified:

- Pulses per second (e.g. [m/s], [km/h])  
Value from parameter Scaling factor is multiplied by 1
- Pulses per hour (e.g. [kW])  
Value from parameter Scaling factor is multiplied by 3600

### Measurement time span

The measurement time span determines how quickly the counter can react to changes. Therefore, a short sample rate should be selected for fast processes (e.g. anemometer).

The rate of change is calculated using the 3 parameters mentioned above:

The device saves several meter readings per measurement interval, scales it with the scaling factor \* time base and divides it by the measuring interval.

## Datapoint type

The datapoint type of output object of the counter variable can be selected here:

- Floating point (16 Bit) - DPT 9

Group object	Type KNX	Size	Direction
GO 74 Input B1/B2: Rate of change – Value	9.024	2 Byte	To KNX

- Floating point (32 Bit) - DPT 14

Group object	Type KNX	Size	Direction
GO 74 Input B1/B2: Rate of change – Value	14.056	4 Byte	To KNX

## Send condition

This parameter can be used to determine how the current counter value is to be sent:

- On read  
No independent sending of the counter value by the device. To read the counter value, the read-flag of the group object has to be set.
- On change  
An additional parameter is displayed to select the minimal delta from the last sent value for sending a new counter value.
- Cyclically  
An additional parameter is displayed to configure the sending frequency of the counter variable.
- On change and cyclically  
Both sending conditions are active.

## Monitoring limit value

When limit monitoring is activated, the following object is displayed:

Group object	Type KNX	Size	Direction
GO 75 Input B1/B2: Rate threshold – State	1.002	1 Bit	To KNX

When limit monitoring is activated, the following parameters are displayed:

### Limit value

Here you can edit the checked limit value. The datapoint type is the same as rate of change value.

### Behavior on exceeding limit value

In addition to the limit value itself, it is possible to determine whether the counter should transmit 0 or 1 via the object if the limit value is exceeded.

### Behavior on going below limit value

Here it is possible to determine whether the counter should transmit 0 or 1 via the object if the counter variable goes under limit value.

## Example: Electricity meter with S0 interface

From the data sheet of the electricity meter it can be seen that the device delivers 500 pulses per kWh. A device with constant power of 1kW is connected to this current meter for one hour.

The scaled counter measures the energy consumed:

*Scaling factor (Output in kWh):  $1 / 500 = 0.002$*

The counter for the rate of change measures the current power:

*Scaling factor (Output in kW):  $1/500 = 0.002$*

*Scaling factor (Output in W):  $1/500 * 1000 = 2$*

*Time base: Pulses per hour*

*Measurement time span: 300 s*

## Example: Anemometer

From the data sheet of the electricity meter it can be seen that the device delivers 4 pulses/s at a wind speed of 1 m/s.

The counter for the rate of change measures the wind speed:

*Scaling factor (Output in m/s):  $1/4 = 0.25$*

*Scaling factor (Output in km/h):  $1/4 * 3.6 = 0.9$*

*Time base: Pulses per second*

*Measurement time span: 10 s*

## 6.7.10 Input B1/B2: Lock function

### 6.7.10.1 Lock function “Switching”

1.1.1 KNX IO 530.1 secure > Channel B: Input 1 > Input B1: Lock function	
Description	Input B1: Lock function
General settings	<div> Polarity of object <input checked="" type="radio"/> Lock active on 1 <input type="radio"/> Lock active on 0 </div>
Diagnostics	<div> Behavior of output a on start <div>Switch on ▼</div> </div>
+ Channel A: Switching actuator	<div> Behavior of output a at end <div>Switch off ▼</div> </div>
– Channel B: Input 1	<div> Behavior of output b on start <div>Toggle ▼</div> </div>
<div> Input B1: General Input B1: Switching <b>Input B1: Lock function</b> </div>	<div> Behavior of output b at end <div>No reaction ▼</div> </div>
+ Channel B: Input 2	

### Polarity of object

This parameter defines, if the lock should be activated by receiving a 1 or by receiving a 0. The respective opposite telegram deactivates the lock again.

## Behavior of object a/b on start

The telegram can be configured here, which is sent on the according object when the lock is activated.

## Behavior of object a/b at end

The telegram can be configured here, which is sent on the according object when the lock is deactivated.

### 6.7.10.2 Lock function "Dimming, Shutter, Send value, Color, Scene"

1.1.1 KNX IO 530.1 secure > Channel B: Input 1 > Input B1: Lock function	
Description	Input B1: Lock function
General settings	
Diagnostics	
+ Channel A: Switching actuator	
- Channel B: Input 1	
Input B1: General	
Input B1: Dimming	
Input B1: Lock function	
+ Channel B: Input 2	

Polarity of object	<input checked="" type="radio"/> Lock active on 1 <input type="radio"/> Lock active on 0
Behavior on start	Dim to 0 %
Behavior at end	Dim to 100 %

## Polarity of object

This parameter defines, if the lock should be activated by receiving a 1 or by receiving a 0. The respective opposite telegram deactivates the lock again.

## Behavior on start

The telegram can be configured here, which is sent on the according object when the lock is activated.

## Behavior at end

The telegram can be configured here, which is sent on the according object when the lock is deactivated.

## 6.7.10.3 Lock function “Generic”

1.1.1 KNX IO 530.1 secure > Channel B: Input 1 > Input B1: Lock function	
Description	Input B1: Lock function
General settings	Polarity of object <input checked="" type="radio"/> Lock active on 1 <input type="radio"/> Lock active on 0
Diagnostics	
+ Channel A: Switching actuator	
- Channel B: Input 1	
Input B1: General	
Input B1: Generic	
Input B1: Lock function	
+ Channel B: Input 2	

### Polarity of object

This parameter defines, if the lock should be activated by receiving a 1 or by receiving a 0. The respective opposite telegram deactivates the lock again.

## 6.7.10.4 Lock function “Scaled counter”

Nur bei aktivierter Sperrfunktion und bei Funktion „Impulszähler“.

1.1.1 KNX IO 530.1 secure > Channel B: Input 1 > Input B1: Lock function	
Description	Input B1: Lock function
General settings	Polarity of object <input checked="" type="radio"/> Lock active on 1 <input type="radio"/> Lock active on 0
Diagnostics	Behavior on start of lock <input checked="" type="radio"/> Counter stop <input type="radio"/> Counter stop and reset
+ Channel A: Switching actuator	Behavior on end of lock <input checked="" type="radio"/> Counter continue <input type="radio"/> Counter reset and continue
- Channel B: Input 1	
Input B1: General	
Input B1: Scaled counter	
Input B1: Lock function	
+ Channel B: Input 2	

### Polarity of object

This parameter can be used to determine how the lock is to be activated, either by receiving a 1 or a 0. The corresponding telegram disables the lock again.

### Behavior on start of lock

With this parameter the behavior of the counter can be configured when the lock is activated:

- Counter stop
- Counter stop and reset

## Behavior on end of lock

With this parameter the behavior of the counter can be configured when the lock is deactivated:

- Counter continue
- Counter reset and continue

## 6.8 Logic / Timing

1.1.1 KNX IO 530.1 secure > Logic / Timer		
Description	Function 1	Timer
General settings	Function 2	Timer
Diagnostics	Function 3	Logic
	Function 4	Logic
Logic / Timer	Function 5	Disabled
+ Channel A: Dimmer	Function 6	Disabled
+ Channel B: Input 1	Function 7	Disabled
+ Channel B: Input 2	Function 8	Disabled
- Function 1	Function 9	Disabled
Fcn 1: Timer	Function 10	Disabled
- Function 2	Function 11	Disabled
Fcn 2: Timer	Function 12	Disabled
- Function 3	Function 13	Disabled
Fcn 3: Logic	Function 14	Disabled
- Function 4	Function 15	Disabled
Fcn 4: Logic	Function 16	Disabled

### Function 1 – 16

These parameters contain the functions timer and logic, whereby all 16 functions are identical.

The following options are available:

- Disabled  
No parameters and group objects for timer and logic.
- Timer  
Parameters and group objects for timer are available.
- Logic  
Parameters and group objects for logic are available.



*The functions for timer and logic can be linked to one another by means of the associated group objects. This also allows to create complex structures. For this purpose, the output of a function is set to the same group address as the input of the next function.*

## 6.8.1 Function 1 – 16: Timer

1.1.1 KNX IO 530.1 secure > Function 1 > Fcn 1: Timer

Description	Function name	Fcn 1
General settings	Timer type	Switch-on delay
Diagnostics	Delay time [s]	60
Logic / Timer	Output	<input checked="" type="radio"/> Not inverted <input type="radio"/> Inverted
+ Channel A: Dimmer		
+ Channel B: Input 1		
+ Channel B: Input 2		
– Function 1		
Fcn 1: Timer		
– Function 2		
Fcn 2: Timer		
– Function 3		
Fcn 3: Logic		
– Function 4		
Fcn 4: Logic		

### Function name (10 characters)

The function name can be chosen freely.

The name is visible in the group object entry in the ETS software. This makes it easier to work with the associated group objects, because the given name is displayed there as a label.

### Timer type

Here the type of the timer can be set:

- Switch-on delay

The ON telegram (1) received on the input is delayed on the output.

Input: --1-----0-----

Output: -- | -T-1-----0-----

Group object	Type KNX	Size	Direction
Timer – Switch-on delayed – Input	1.002	1 Bit	From KNX
Timer – Switch-on delayed – Output	1.002	1 Bit	To KNX

- Switch-off delay

The OFF telegram (0) received on the input is delayed on the output.

Input: --1-----0-----

Output: --1-----| -T-0--

Group object	Type KNX	Size	Direction
Timer – Switch-off delayed – Input	1.002	1 Bit	From KNX
Timer – Switch-off delayed – Output	1.002	1 Bit	To KNX

- Switch-on and -off delay

The ON/OFF telegram (1/0) received on the input is delayed on the output.

Input: --1-----0-----

Output: --| -T-1-----| -T-0--

Group object	Type KNX	Size	Direction
Timer – Switch-on/off delayed – Input	1.002	1 Bit	From KNX
Timer – Switch-on/off delayed – Output	1.002	1 Bit	To KNX

- Impulse (staircase)

The ON telegram (1) received on the input is sent on the output. After a delay the output sends the OFF telegram (0).

Input: --1-----0-----

Output: --1-T-0-----

Group object	Type KNX	Size	Direction
Timer – Impulse (staircase) – Input	1.002	1 Bit	From KNX
Timer – Impulse (staircase) – Output	1.002	1 Bit	To KNX



*Each timer can be stopped by sending the opposite value to its input group object. For example: An already started switch-on timer can be stopped by sending OFF (0) to its input group object.*

## Delay [s]

This parameter defines the delay when sending at the output.

## Output

Via this parameter the sent value on the output can be inverted:

- Not inverted
- Inverted



## 6.8.2 Function 1 – 16: Logic

1.1.1 KNX IO 530.1 secure > Function 3 > Fcn 3: Logic

Description	Function name	Fcn 3
General settings	Gate type	AND gate
Diagnostics		
Logic / Timer		
+ Channel A: Dimmer		
+ Channel B: Input 1		
+ Channel B: Input 2		
- Function 1		
Fcn 1: Timer		
- Function 2		
Fcn 2: Timer		
- Function 3		
Fcn 3: Logic		
- Function 4		
Fcn 4: Logic		

### Function name (10 characters)

The function name can be chosen freely.

The name is visible in the group object entry in the ETS software. This makes it easier to work with the associated group objects, because the given name is displayed there as a label.

## Gate type

This parameter defines the type of the logic gate:

- **And gate**  
The output is triggered ON (1), if both inputs are switched ON (1).
- **OR gate**  
The output is triggered ON (1), if one or both inputs are switched ON (1).
- **XOR gate**  
The output is triggered ON (1), if the two inputs are not equal.
- **NAND gate**  
The output is triggered ON (1), if one or both inputs are switched OFF (0).
- **NOR gate**  
The output is triggered ON (1), if both inputs are switched OFF (0).
- **XNOR gate**  
The output is triggered ON (1), if both inputs are equal.

Group object	Type KNX	Size	Direction
Logic – Gate input A – Input	1.002	1 Bit	From KNX
Logic – Gate input B – Input	1.002	1 Bit	From KNX
Logic – Gate output – Output	1.002	1 Bit	To KNX



*The output transmits when a telegram is received on one of the inputs. A precondition for this is that both inputs are valid (have received at least one telegram). The output sends a 1 if the respective condition is fulfilled, otherwise a 0.*

- **INVERTER**  
Input ON (1) is converted into output OFF (0). Input OFF (0) is converted into output ON (1).

Group object	Type KNX	Size	Direction
Logic – Gate input – Input	1.002	1 Bit	From KNX
Logic – Gate output – Output	1.002	1 Bit	To KNX



*The output transmits when a telegram is received on the input.*



## WARNING

- The device must be mounted and commissioned by an authorized electrician.
- The prevailing safety rules must be heeded.
- The device must not be opened.
- For planning and construction of electric installations, the relevant guidelines, regulations and standards of the respective country are to be considered.
- The device is a permanently connected equipment: A readily accessible disconnect device shall be incorporated external to the equipment.
- The installation requires a 16 A fuse for external overcurrent protection.
- The power rating is indicated on the side of the product.



### Product database for ETS 5/6

[www.weinzierl.de/en/products/530.1/ets6](http://www.weinzierl.de/en/products/530.1/ets6)

### Data sheet

[www.weinzierl.de/en/products/530.1/datasheet](http://www.weinzierl.de/en/products/530.1/datasheet)

### CE Declaration

[www.weinzierl.de/en/products/530.1/ce-declaration](http://www.weinzierl.de/en/products/530.1/ce-declaration)

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2025-05-12