

**B.IQ light scene push button comfort
8gang, Flush-mounted (Up)
7516869x**

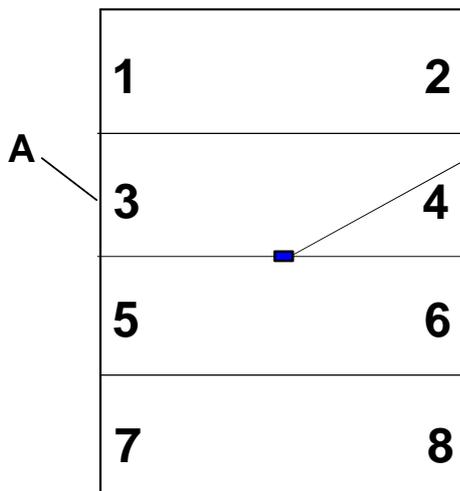


The B.IQ light scene push button comfort transmits telegrams to the instabus EIB when the button is activated, which in turn triggers appropriate functions if actuators exist. Depending on the application that is loaded, you can save and re-use up to 8 background light scenes or telegram sequences with a maximum of 8 outputs.

The plug-in application module into the flush-mounted bus coupler has Berker protection during dismantling. Each of the activation buttons has an LED assigned to us, whose functions can be designated via the parameter settings. Each button can be projected freely, depending on the selected application and parameter settings to control the switch, dim or shutter actuators as well as a valuator device in conjunction with scene and telegram sequences.

The push button has 2 operating levels that can be set manually. The settings for operational equipment can be set in operating level 2. No further sensors are needed. An alarm object makes the sending of an alarm command possible in case the push button is disconnected from the bus coupling unit.

Layout:



Dimensions:

height: 11.8 cm
width: 8.8 cm
depth: 1.3 cm
(without BCU)

Controls:

A: status-LED (white)
number depending on variant
B: 1 operation-LED (blue)

All dimensions without inscription strips.

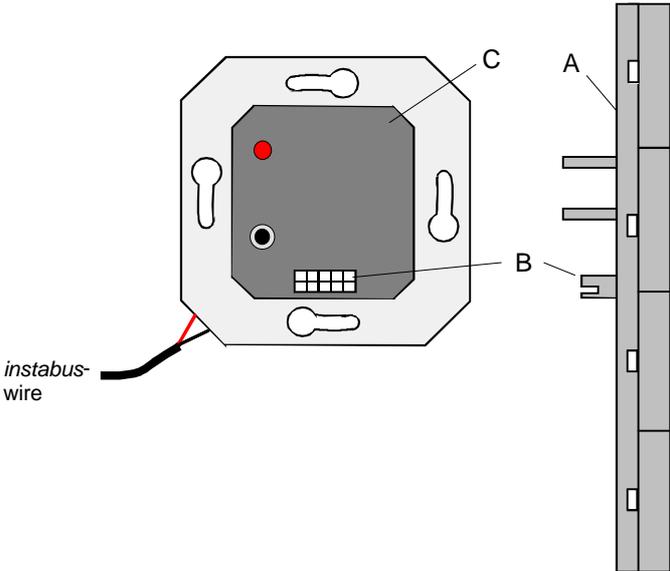
Technical data	
Type of protection:	IP 20
Safety class:	III
Mark of approval:	EIB/KNX
Ambient temperature:	-5 °C ... +45 °C
Storage / transport temperature:	-25 °C ... +70 °C (storage above +45 °C reduces the service life)
Mounting position:	any
Minimum distances:	none
Type of fastening:	plug-in on flush-mounted bus coupling unit
instabus EIB supply	
voltage:	21 – 32 V DC SELV
power consumption:	typically 150 mW
connection:	2 x 5 pole male connector strip
External supply	---

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Response to mains failures	
bus voltage only:	No reaction
mains voltage only:	---
bus and mains voltage:	---
Response on return of voltage	
bus voltage only:	No reaction
mains voltage only:	---
bus and mains voltage:	---

Wiring: e.g. B.IQ light scene push button 8gang comfort

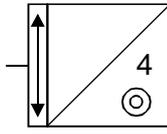
Terminal connections:



A: B.IQ light-scene push-button 8-gang comfort
B: physical external interface (PEI)
C: bus coupling unit

Hardware information

- The B.IQ light-scene push-button 8-gang comfort may only be used on bus coupling units of the "new generation" with round programming button. Using the push-button on older types of bus couplers will cause malfunctions.

Software description			
ETS search path for B.IQ light-scene push-button 8gang comfort:		ETS symbol:	
Push button / Push button general / B.IQ light scene push button 8 gang comfort			
Push button / B.IQ / B.IQ light scene push button 8 gang comfort			
PEI type	01 Hex	01 Dez	reserved application 106501
	00 Hex	00 Dez	No adapter used application 106401
Applications:			
No.	Summarized description:	Name:	Version:
1	Light-scene / dimming	Light-scene / dimming 106501	0.1
2	Telegram sequence	Telegram sequence 106401	0.1

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Application:		1. Light-scene / dimming 106501			
Executable from mask version:		1.1 onwards			
Number of addresses (max):		22	dynamic table handling	Yes <input checked="" type="checkbox"/>	No <input type="checkbox"/>
Number of assignments (max):		22	maximum number of assignments	44	
Communication objects:		20			
Object	Function	Name	Type	Flags	
<input type="checkbox"/> ← 0	Brightness value	Output 1	1 byte	W, C, T	
<input type="checkbox"/> ← 0	Switching	Output 1	1 bit	W, C, T	
<input type="checkbox"/> ← 1	Brightness value	Output 2	1 byte	W, C, T	
<input type="checkbox"/> ← 1	Switching	Output 2	1 bit	W, C, T	
<input type="checkbox"/> ← 2	Brightness value	Output 3	1 byte	W, C, T	
<input type="checkbox"/> ← 2	Switching	Output 3	1 bit	W, C, T	
<input type="checkbox"/> ← 3	Brightness value	Output 4	1 byte	W, C, T	
<input type="checkbox"/> ← 3	Switching	Output 4	1 bit	W, C, T	
<input type="checkbox"/> ← 4	Brightness value	Output 5	1 byte	W, C, T	
<input type="checkbox"/> ← 4	Switching	Output 5	1 bit	W, C, T	
<input type="checkbox"/> ← 5	Brightness value	Output 6	1 byte	W, C, T	
<input type="checkbox"/> ← 5	Switching	Output 6	1 bit	W, C, T	
<input type="checkbox"/> ← 6	Brightness value	Output 7	1 byte	W, C, T	
<input type="checkbox"/> ← 6	Switching	Output 7	1 bit	W, C, T	
<input type="checkbox"/> ← 7	Brightness value	Output 8	1 byte	W, C, T	
<input type="checkbox"/> ← 7	Switching	Output 8	1 bit	W, C, T	
<input type="checkbox"/> 8	Dimming	Output 1	4 bit	C, T	
<input type="checkbox"/> 9	Dimming	Output 2	4 bit	C, T	
<input type="checkbox"/> 10	Dimming	Output 3	4 bit	C, T	
<input type="checkbox"/> 11	Dimming	Output 4	4 bit	C, T	
<input type="checkbox"/> 12	Dimming	Output 5	4 bit	C, T	
<input type="checkbox"/> 13	Dimming	Output 6	4 bit	C, T	
<input type="checkbox"/> 14	Dimming	Output 7	4 bit	C, T	
<input type="checkbox"/> 15	Dimming	Output 8	4 bit	C, T	
<input type="checkbox"/> ← 16	Cascade	Input	1 byte	W, C	
<input type="checkbox"/> ← 17	Extension unit	Input	1 byte	W, C, T	
<input type="checkbox"/> 18	Cascade	Output	1 byte	C, T	
<input type="checkbox"/> ← 19	Lock	In-/Output	1 bit	W, C, T	

Object description		
<input type="checkbox"/> ← 0-7	Brightness value:	1 byte object for setting a defined brightness value between 0 and 255
<input type="checkbox"/> ← 0-7	Switching:	1 bit object for switching of the load
<input type="checkbox"/> 8-15	Dimming:	4 bit object for relative change of brightness between 0 and 100 %
<input type="checkbox"/> ← 16	Cascade input:	1 bit input-cascade object for the connection of several light-scene push buttons in cascaded operation (Master-Slave).
<input type="checkbox"/> ← 17	Extension unit:	1 byte object for controlling the light-scene push button from an extension unit
<input type="checkbox"/> 18	Cascade:	1 bit cascading output object for the connection of several light scene push buttons in cascaded operation (master-slave).
<input type="checkbox"/> ← 19	Lock:	1 bit object for disabling of the light-scene push-button (normal and cascaded operation)

Scope of functions

General

- 2 operating modes: light-scene mode (with and without cascading) and switching/dimming mode
- Operating level switch-over (light-scene mode – switching / dimming mode) by 3-button actuation
- Status indication for each button by means of white LED available
- Operation indication by means of blue LED parameterizable
- Disable mode can be activated via object

Light-scene

- Recalling and storing of 8 light-scenes with 8 output channels each with buttons or from extension (1st operating level)
- Object types 'switching' (1 bit) or 'brightness' (1 byte) parameterizable for each output channel
- Disabling of individual outputs possible
- Transmit delay between two values presettable

Switching / dimming mode

- Switching / dimming mode (single-button operation) for light-scene adjustment (2nd operating level)
- Telegram repetition, transmission of dimming step width and stop telegram parameterizable
- Time after which the move (long-time) operation function is executed presettable
- Change-over time from switching / dimming mode to light-scene functions parameterizable

•Cascading

- Combination of several light scene push buttons to increase the number of available outputs (cascaded operation)
- Single-run or continuous-run operation in cascade available
- Light-scene number can be incremented for continuous operation
- Output delay presettable

Functional description

Operating levels

The light scene push button 8gang comfort has two operating levels offering the following functions depending on parametrization:

Operating level 1 (light-scene mode):

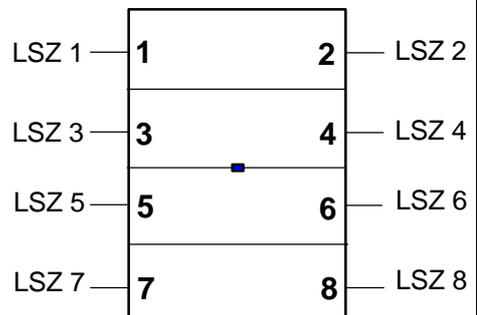
Light-scene without storage function:

Button-press recall light-scene

Light-scene with storage function:

Short button -press (< 1 s): recall light-scene
 Long button -press (> 5 s): store light-scene
 Button -press (> 1 s - < 5 s): no function

LSZ = Light scene



Operating level switch-over

Changing between operating levels is effected by pressing 3 buttons simultaneously (buttons 1+5+8). The illustration below explains switching from operating level 1 to level 2 and back.

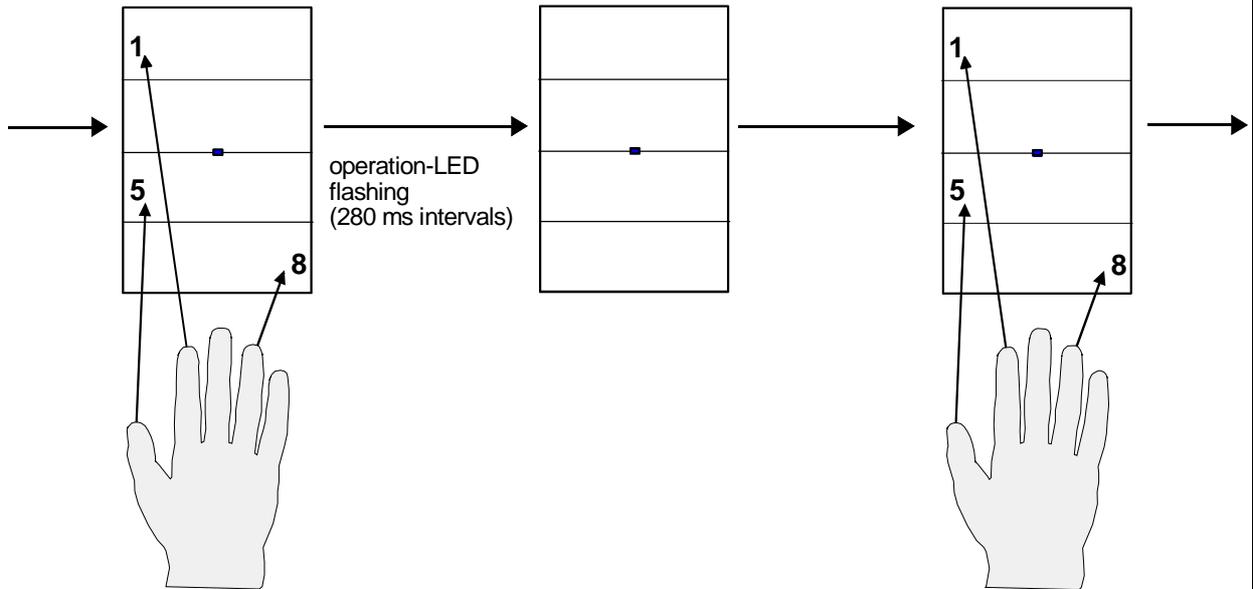
**switch-over by pressing 3 keys:
press keys 1+5+8 at the same time
for 3 to 8 sec.**

**switch-over by pressing 3 keys:
press keys 1+5+8 at the same time
for 3 to 8 sec.**

1st operating level
light-scene

2nd operating level
switching/dimming

1st operating level
light-scene

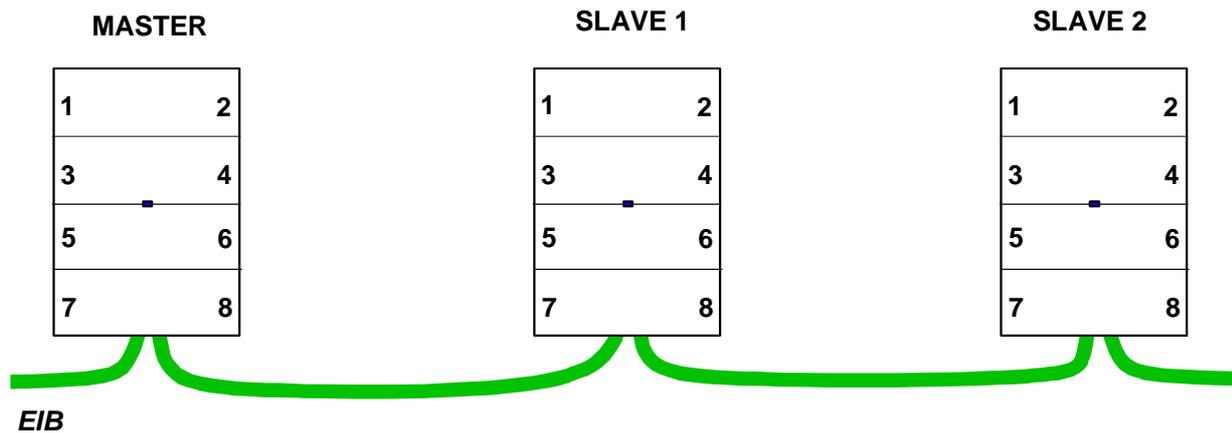


Operating level switch-over with automatic switch-back

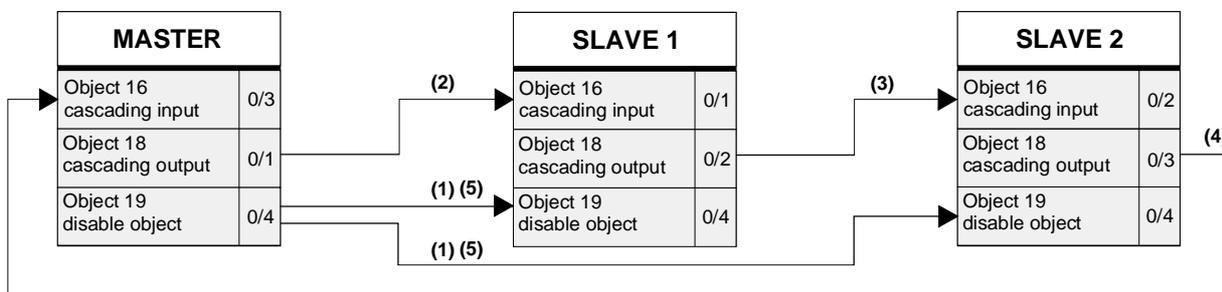
If the "Switch-over time between dim operation and light-scene operation" parameter is not set to "Manually", operating level 2 (when activated) is automatically switched back to operating level 1 after the preset time.

Cascaded operation

If more than 8 output data channels are required per light-scene, the light scene push buttons can be cascaded. This type of operation makes use of the master-slave configuration, i.e. a master unit can be cascaded with several slave units. A device can be parameterized to work as master or as slave. With local operation of a master, all light-scenes (master and slave) are recalled or stored, if the "Local operation" parameter is not set to "local light-scene". With local operation of a slave, however, only the local light-scenes of the slave are recalled or stored. For storing, the "Memory function at local operation" must be set to "enabled".



For cascading, the units must be connected via the cascading in- and outputs in a ring configuration. Faultless operation of the cascaded units moreover requires that all disable objects are linked with one another by means of the same group address.



Single-loop operation of a cascade (example: 1 master and 2 slaves)

1. Actuation of the master (button-press).
2. The master sends a disable telegram (1) to slave 1 and slave 2.
3. The master transmits the light-scene data.
4. Via the cascading output, the master transmits the corresponding light-scene number (2) to the cascading input of slave 1.
5. Slave 1 transmits the corresponding light-scene data.
6. Via the cascading output, slave 1 transmits the corresponding light-scene number (3) to the cascading input of slave 2.
7. Slave 2 transmits the corresponding light-scene data.
8. Via the cascading output, slave 2 transmits the corresponding light-scene number (4) to the cascading input of the master.
9. Via the disable object, the master transmits an enable telegram (5) to slave 1 and slave 2.

Endless-loop operation

Basically, the endless-loop operation is the same as cascaded operation except that master does not send an enable telegram on receiving the light-scene number from the last slave, but rather his local light-scene data and then the light-scene number on to the next slave.

This cycle repeats itself until a button on the master is pressed or the extension activated (control element must be parameterized for endless-loop operation). When the master then receives again the light-scene number from the last slave, it will stop its data output as in cascaded operation.

Attention: If the endless-loop operation is to be terminated by a button-press on the master, this can be achieved by pressing any of the buttons briefly (< 1 s). If the button is pressed longer, the button-press will be interpreted after the end of an endless-loop operation as a new button-press and thus trigger a new recalling or storing cycle.

In endless-loop operation, the master can be parameterized in such a way that it increments the light-scene number after each loop. In this way, special light effects (e.g. running lights) can be realized with only a few light-scene push-buttons which are all assigned to the same groups.

An actuation of the slaves only recalls or stores the local light-scenes.

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Parameters		
Description:	Values:	Remarks:
General		
Function of operation LED	ON OFF	Blue operation LED lit up when the supply voltage is present (ON) or permanently off (OFF).
Light duration of the status LEDs at operation indication	0.75 s 2.25 s 3 s	ON-time of a status LED as confirmation of a button-press
Memory function at local operation	disabled enabled	Memory function is disabled for local operation. Light-scenes preset on operating level 2 can be stored by a long button-press (> 5 s) on operating level 1.
Operation with cascading	NO YES; Master YES; Slave	Cascaded operation not activated. Light scene push button working in the cascaded mode as master or slave.
Delay time for light scenes transmission (time between two values)	40 ms (instabus recommendation) 60 ms, 80 ms, 100 ms, 200 ms 300 ms (Powerline recommendation) 400 ms, 500 ms, 1 s, 2 s, 4 s	Time between two values of a light-scene.
Switch-over time between dimoperation and light-scene operation	Switch-over manually 5 s, 10 s, 15 s, 20s	Time of switching over from operating level 2 (switching / dimming mode) back to operating level 1 (light-scene mode) only manually by pressing 3 buttons at the same time. Switching over from operating level 2 (switching / dimming mode) back to level 1 (light-scene mode) is automatic after x seconds.

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Parameters			
Description:	Values:	Remarks:	
Object types			
Output 1	Switching (1 bit) Value (1 byte) / Dimming (4 bits)	Setting of data type for output 1.	
Output 2		Setting of data type for output 2.	
Output 3		Setting of data type for output 3.	
Output 4		Setting of data type for output 4.	
Output 5		Switching (1 bit) Value (1 byte) / Dimming (4 bits)	Setting of data type for output 5.
Output 6			Setting of data type for output 6.
Output 7			Setting of data type for output 7.
Output 8			Setting of data type for output 8.

Parameters		
Description:	Values:	Remarks:
Dimming		
Dimming brighter by	100 % 6 % 50 % 3 % 25 % 1.5 % 12.5 %	With a dimming telegram, the brightness can be increased by x % max.
Dimming darker by	100 % 6 % 50 % 3 % 25 % 1.5 % 12.5 %	With a dimming telegram, the brightness can be reduced by x % max.
Telegram repetition ?	YES NO	Cyclical repetition of dimming telegram during button-press.
Time between two telegrams	200 ms 750 ms 300 ms 1 s 400 ms 1.5 s 500 ms 2 s	Time between two telegrams when telegram repetition is preset. A new dimming telegram is sent whenever this time has elapsed.
Time between switching and dimming, base	100 ms 300 ms 500 ms 1 s	Time after which the long button-press function (dimming) is executed. Time = base x factor
Time between switching and dimming, factor	2...127, 3	Time after which the long button-press function (dimming) is executed. Default: 130 ms x 3 = 390 ms
Send a stop telegram ?	YES NO	On releasing of the button, a stop telegram is transmitted / no stop telegram is transmitted.

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Parameters			
Description:	Values:	Remarks:	
Light scene 1			
Output 1	ON OFF disabled	Preset selection for object type parameterization "Switching (1 bit)" for the corresponding output.	
Output 2	ON OFF disabled		
Output 3	ON OFF disabled		
Output 4	ON OFF disabled		
Output 5	Basic brightness		Preset selection for object type parameterization "Brightness (1 byte) / dimming (4 bits)" for the corresponding output.
Output 6	10 % brightness		
Output 7	20 % brightness		
Output 8	25 % brightness		
	30 % brightness		
	40 % brightness		
	50 % brightness		
	60 % brightness		
	70 % brightness		
	75 % brightness		
	80 % brightness		
	90 % brightness		
	100 % brightness		
Light scene 2, Light scene 3, Light scene 4, Light scene 5, Light scene 6, Light scene 7, Light scene 8			
See Light scene 1!			

Parameters		
Description:	Values:	Remarks:
 Cascading		
Local operation	Local light-scene One time cascade cycle Unending cascade cycle	<p>When a recall button is pressed, the light-scene push button only outputs its local light-scene.</p> <p>When a recall button is pressed, the light-scene push button at first only outputs its local light-scene. Thereafter, it transmits the corresponding light-scene number via the cascading output to the next slave (setting possible only if parameterized as "master").</p> <p>When a recall button is pressed and when a light-scene number is received from the last slave, the light-scene push-button at first only outputs its local light-scene. Thereafter, it transmits the corresponding light-scene number via the cascading output to the next slave (setting possible only if parameterized as "master").</p>
Extension operation	Local light-scene One time cascade cycle Unending cascade cycle	<p>When an extension unit is operated, the light-scene push-button only outputs its local light-scene.</p> <p>On operation of the extension unit, the light-scene push button at first only outputs its local light-scene. Thereafter, it transmits the corresponding light-scene number via the cascading output to the next slave (setting possible only if parameterized as "master").</p> <p>After operation from an extension unit, the light-scene push button at first only outputs its local light-scene when a recall button is pressed or when a light-scene number is being received from the last slave. Thereafter, it transmits the corresponding light-scene number via the cascading output to the next slave (setting possible only if parameterized as "master").</p>
Increment light scene ?	NO YES	<p>In unending cascade cycle operation, the master retains the current light-scene number after each loop.</p> <p>In unending cascade cycle operation, the master increments the light-scene number after each loop.</p>
Delay time of output signal base	100 ms; 1 s; 10 s; 1 min; 10 min	Time between output of own light-scene and transmission to cascading output. Output delay = basis factor
Delay time of output signal factor (0...255)	0...255, 2	Time between output of own light-scene and transmission to cascading output. Default value = 100 ms x 2 x 200 ms
Software remarks		
On return of bus voltage, operating level 2 (if activated) will be switched back to operating level 1.		

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Application:		2. Telegram sequence 106401		
Executable from mask version:		1.1		
Number of addresses (max):		10	Dynamic table handling	Yes <input checked="" type="checkbox"/> No <input type="checkbox"/>
Number of assignments (max):		10	Maximum length of table	20
Communication objects:		10		
Object	Function	Name	Type	Flag
<input type="checkbox"/> ← 0	Switching	Output 1	1 bit	W, C, T
<input type="checkbox"/> ← 0	Value transmitter 1 Byte	Output 1	1 byte	W, C, T
<input type="checkbox"/> ← 0	Value transmitter 2 Bytes	Output 1	2 bytes	W, C, T
<input type="checkbox"/> ← 1	Switching	Output 2	1 bit	W, C, T
<input type="checkbox"/> ← 1	Value transmitter 1 Byte	Output 2	1 byte	W, C, T
<input type="checkbox"/> ← 1	Value transmitter 2 Bytes	Output 2	2 bytes	W, C, T
<input type="checkbox"/> ← 2	Switching	Output 3	1 bit	W, C, T
<input type="checkbox"/> ← 2	Value transmitter 1 Byte	Output 3	1 byte	W, C, T
<input type="checkbox"/> ← 2	Value transmitter 2 Byte	Output 3	2 bytes	W, C, T
<input type="checkbox"/> ← 3	Switching	Output 4	1 bit	W, C, T
<input type="checkbox"/> ← 3	Value transmitter 1 Byte	Output 4	1 byte	W, C, T
<input type="checkbox"/> ← 3	Value transmitter 2 Bytes	Output 4	2 bytes	W, C, T
<input type="checkbox"/> ← 4	Switching	Output 5	1 bit	W, C, T
<input type="checkbox"/> ← 4	Value transmitter 1 Byte	Output 5	1 byte	W, C, T
<input type="checkbox"/> ← 4	Value transmitter 2 Bytes	Output 5	2 bytes	W, C, T
<input type="checkbox"/> ← 5	Switching	Output 6	1 bit	W, C, T
<input type="checkbox"/> ← 5	Value transmitter 1 Byte	Output 6	1 byte	W, C, T
<input type="checkbox"/> ← 5	Value transmitter 2 Bytes	Output 6	2 bytes	W, C, T
<input type="checkbox"/> ← 6	Switching	Output 7	1 bit	W, C, T
<input type="checkbox"/> ← 6	Value transmitter 1 Byte	Output 7	1 byte	W, C, T
<input type="checkbox"/> ← 6	Value transmitter 2 Bytes	Output 7	2 bytes	W, C, T
<input type="checkbox"/> ← 7	Switching	Output 8	1 bit	W, C, T
<input type="checkbox"/> ← 7	Value transmitter 1 Byte	Output 8	1 byte	W, C, T
<input type="checkbox"/> ← 7	Value transmitter 2 Bytes	Output 8	2 bytes	W, C, T
<input type="checkbox"/> ← 8	Extension unit	Input	1 byte	W, C, T
<input type="checkbox"/> 9	Alarm message	Application module	1 bit	C, T

Object description

	0-7	Switching:	1-bit object for switching of a load
	0-7	Value transmitter 1 byte:	1-byte object for value transmit applications (0-255)
	0-7	Value transmitter 2 bytes:	2-byte object for value transmit applications (0-65535)
	8	Extension unit:	1-byte object for control of light-scene push-button from extension unit
	9	Alarm message:	1-bit object for transmission of alarm message

Scope of functions

Telegarm sequence

- 4 telegram sequences with up to 8 outputs respectively
Object types supported: 1 bit, 1 byte, 2 bytes
Operation from extension unit possible
- Storage function for value selectable by long button-press
Succession of telegrams and all times between telegrams individually parameterizable
Multiple repetition of telegram sequences and cascading of telegram sequences possible
Alarm message after withdrawal of device from flush-mounted bus coupling unit parameterizable
Disable function by 4-digit parametrizable button code

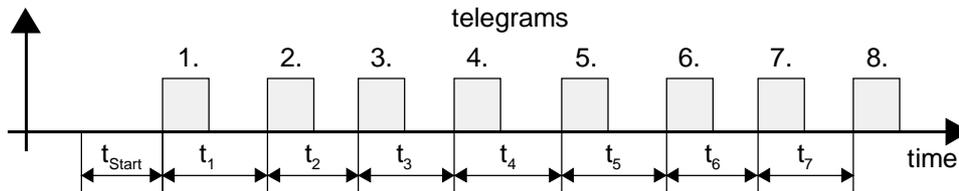
General

- Status indication for each button by white LED
- Operation indication by blue LED parameterizable

Functional description

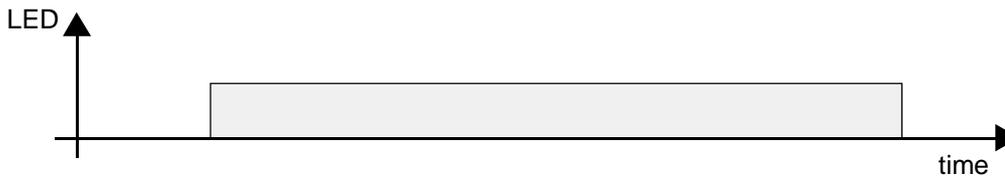
Telegram sequence and function of status LED

The telegram sequence application permits generating a maximum of 4 telegram sequences with up to 8 telegrams each (1 bit, 1 byte or 2 bytes). All times between telegrams can be parameterized. The following illustration shows an example of a sequence consisting of 8 telegrams and the behaviour of the status LED:

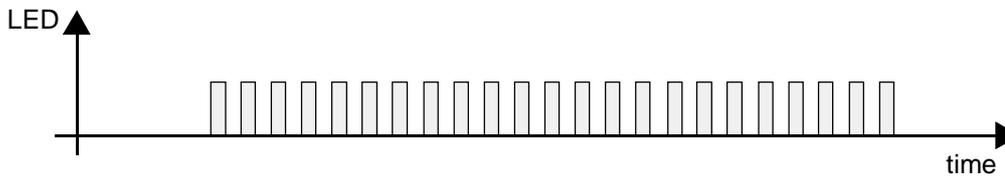


- | | |
|--|---|
| t_{Start} = time until 1 st telegram | t_4 = time between 4 th and 5 th telegram |
| t_1 = time between time 1 st and 2 nd telegram | t_5 = time between 5 th and 6 th telegram |
| t_2 = time between time 2 nd and 3 rd telegram | t_6 = time between 6 th and 7 th telegram |
| t_3 = time between time 3 rd and 4 th telegram | t_7 = time between 7 th and 8 th telegram |

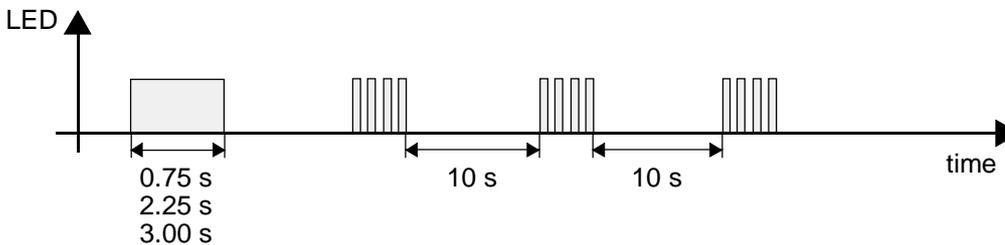
- 1.) Function of status LED: status indication
Status indication flashing: NO



- 2.) Function of status LED: status indication
Status indication flashing: YES



- 3.) Function of status LED: operation indication



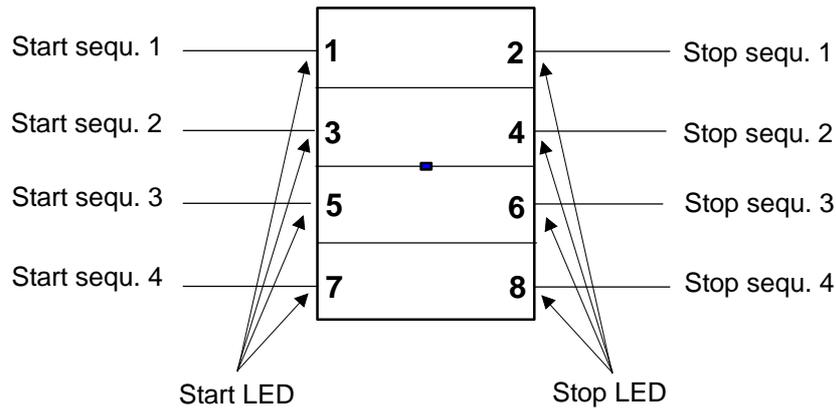
- 4.) Function of status LED: LED permanently off



Button assignment and status indication with and without stop LED

The 4 telegram sequences are started with a short press on a button (< 1 s) of the left side and stopped with the buttons of the right side.

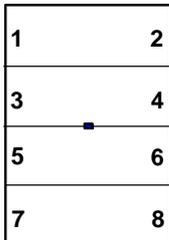
A long press (> 5 s) on any of the buttons of the left side permits storing values for the corresponding telegram sequence if the "Memory function in local operation" parameter is set to "enable".



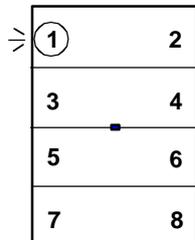
The status LEDs show the following reaction depending on parametrization:

Function of status LED: status indication
Status indication with stop LED: NO

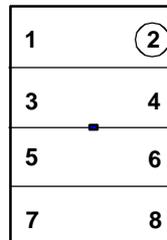
Basic state:
no sequence active



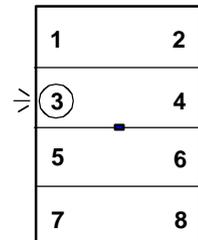
Start of sequence 1:
status LED 1 on



Stop of sequence 1:
status LED 1 off

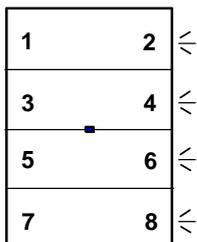


Start of sequence 2:
status LED 2 on

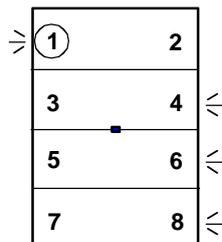


Function of status LED: status indication
Status indication with stop LED: YES

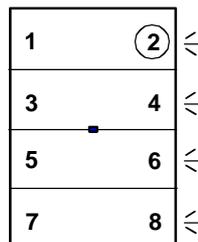
Basic state:
no sequence active,
all stop LEDs on



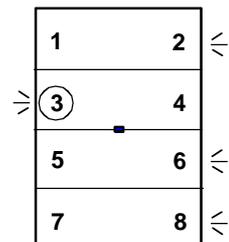
Start of sequence 1:
status LED 1 on,
stop LED 1 off



Stop of sequence 1:
status LED 1 off,
all stop LEDs on



Start of sequence 2:
status LED 2 on,
stop LED 2 off



Cascading

The 4 telegram sequences can be cascaded in any order of succession. In this case, the parameter "Recall of sequence after end of sequence "Call up next sequence after the last sequence is expired". The time between sequences is derived from the parameter "Time to 1st telegram".

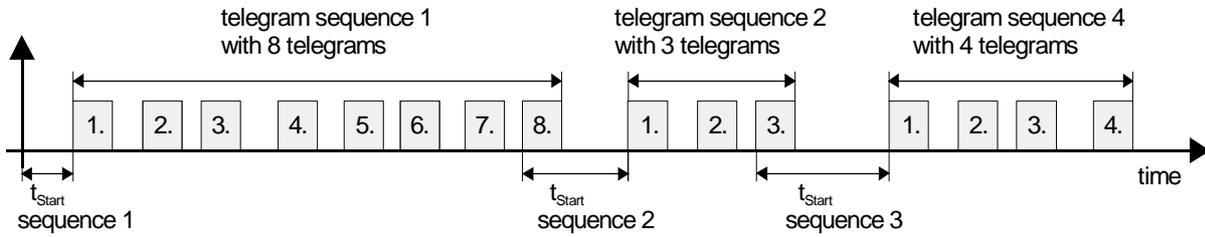


Fig: Cascading of sequences 1, 2 and 4 containing a different number of telegrams

Multiple runs of the same telegram sequence

A telegram sequence can repeat itself several times. The number of repetitions is fixed by the parameter "Number of telegrams (0...255)". The "Time between last and 1st telegram" can be parametrized.

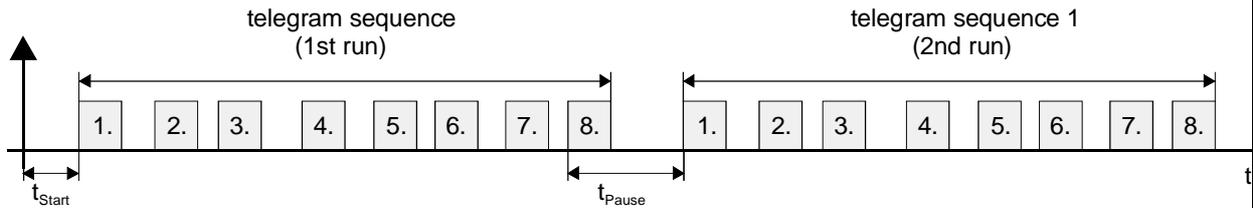


Fig.: 2 Runs of telegram sequence 1

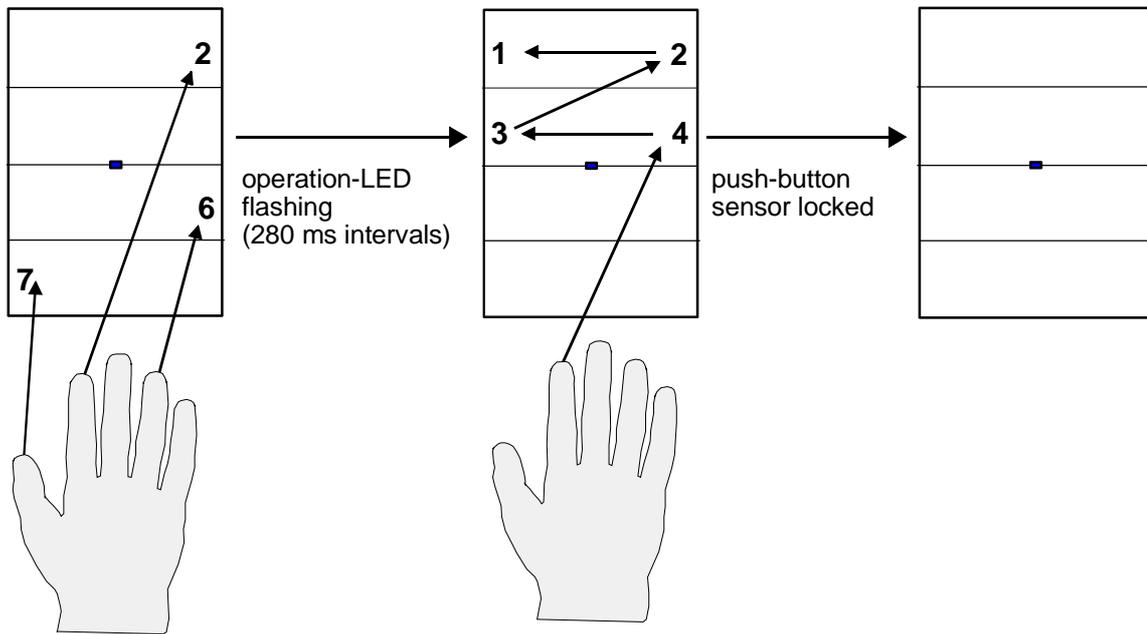
Push button lock by code

Local operation of the light-scene sensor push button lock function must have been software-enabled beforehand in the "Block function parameter?".

The buttons of the sensor are locked by means of the so-called "3-button actuation" (buttons 2+6+7 pressed at the same time for approx. 3 s) and by entering a programmed push button code. A locked sensor can be unlocked by the same actuation followed by the valid push button code. The following illustration shows how to proceed for locking of the sensor buttons:

Switch to locking function by pressing keys 2+6+7 at the same time for between 3 and 8s

Enter key code by pressing 4 keys in a row (e.g. 4-3-2-1) within 5 s respectively for each press



Remarks:

- The function of the operation LED with a locked push-button is parameterized on the "Block function" filecard.

Changing the push button code

Push button code change by local operation of the push-button must have been software-enabled beforehand in the "Local adjustment of push button code" parameter.

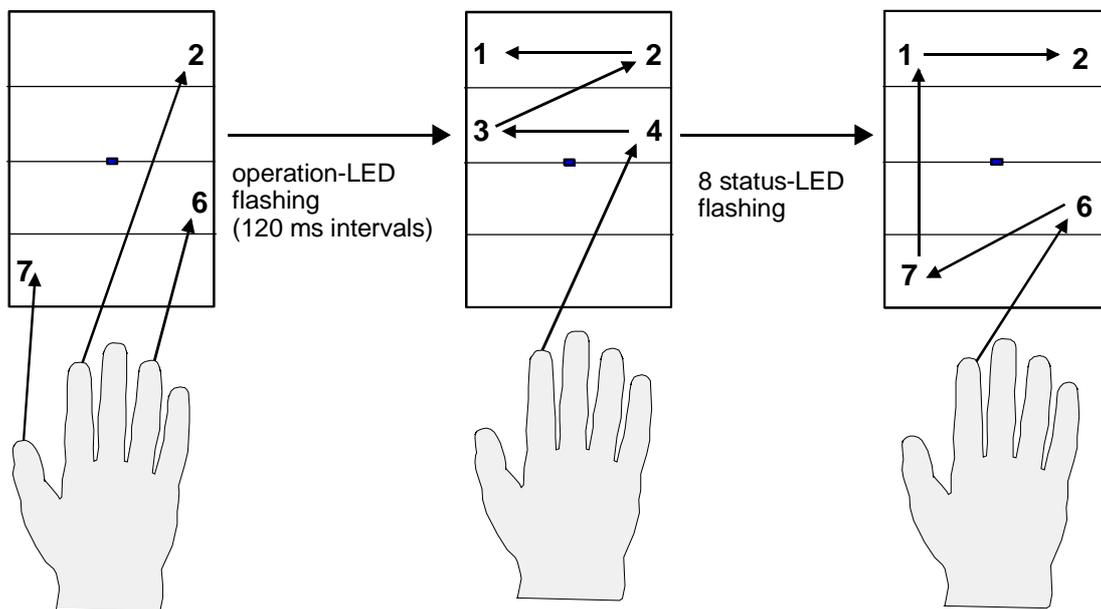
The push button code is changed by means of the so-called "3-button actuation, i.e. pressing 2+6+7 for at least 8 s followed by the entry of the old push button code. This is confirmed by all 8 status LEDs flashing at the same time. The new code can be entered thereafter.

The following illustration shows how to change the push button code:

**Switch to changing the key code
by pressing keys 2+6+7 at the same
time for min. 8 s**

**Enter old key code
(e. g. 4-3-2-1)**

**Enter new key code:
(e. g. 6-7-1-2)
operation-LED switches off briefly**



Remarks:

- The button code can also be changed when the light-scene sensor is locked.

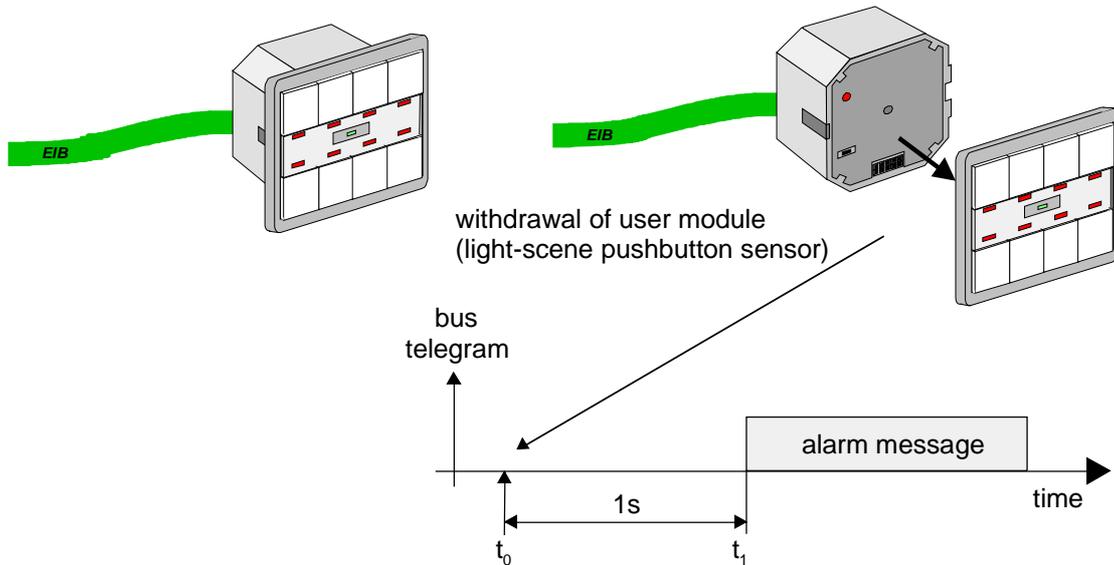
The changed code is valid also after return of the bus voltage.

A button code that has been forgotten by the user can only be replaced by reprogramming with the ETS.

Detection of withdrawal – removal alarm

On removal of the application module from the bus coupling unit, the device can generate a 1-bit alarm via object 9 "Alarm message". In this case, the "Alarm function ?" parameter must be set to "YES".

The time between removal of the module until telegram triggering is 1 second.



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Parameters		
Description:	Values:	Remarks:
 General		
Function of operating LED	ON OFF	The blue operating LED is lit up after arrival of supply voltage (ON) or permanently off (OFF).
Function of status LED	Operation indication Status indication LED permanently OFF	<p>When a button is pressed, the corresponding status LED lights up for the time specified under "LED on-time after button-press". If the transmitted telegram sequence lasts longer than 10 seconds, the status LED flashes four times every ten seconds (cf. functional description).</p> <p>During transmission of a telegram sequence, the corresponding status LED of the upper button row is lit up (start sequence 1-4) (cf. functional description).</p> <p>The status LED is permanently off.</p>
Light duration of the status LED at operation indication	0.75 s 2.25 s 3 s	On-time of status LED for confirmation of button-press
Status indication in case of sequence stop ?	YES NO	<p>During each non-active sequence, the corresponding status LED of the right button row (stop sequence 1-4) is lit up. When a sequence is activated, the corresponding status LED of the left button row lights up, whereas the corresponding status LED of the right button row is extinguished.</p> <p>The 4 status LEDs of the right button row are always off (cf. functional description).</p>
Status LED flashes in case of active telegram sequence?	NO YES	<p>During transmission of a telegram sequence, the corresponding status LED of the left button row is lit up (start sequence 1-4).</p> <p>During transmission of a telegram sequence, the corresponding status LED of the left button row flashes (start sequence 1-4) (cf. functional description).</p>
Memory function at local operation	disabled enabled	<p>The storage function is disabled for local operation.</p> <p>A long press (> 5 s) on a button of the left row permits storing of values for the corresponding telegram sequence. In this case, the read flags of the actuator objects to be stored must be set.</p>
Alarm function?	YES NO	With the alarm function activated, the device transmits a telegram via object 9 when the light-scene push-button is withdrawn from the flush-mounted bus coupling unit. The telegram value can be specified on the "Alarm" filecard.

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Disable function?	NO YES	The light-scene push-button can be disabled by a 3-button actuation. In this case, none of the buttons triggers an action.
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Parameters		
Description:	Values:	Remarks:
Object types		
Output 1	Switching (1 bit) Value transmitter 1 byte Value transmitter 2 bytes	Setting of data type for output 1.
Output 2	Switching (1 bit) Value transmitter 1 byte Value transmitter 2 bytes	Setting of data type for output 2.
Output 3	Switching (1 bit) Value transmitter 1 byte Value transmitter 2 bytes	Setting of data type for output 3.
Output 4	Switching (1 bit) Value transmitter 1 byte Value transmitter 2 bytes	Setting of data type for output 4.
Output 5	Switching (1 bit) Value transmitter 1 byte Value transmitter 2 bytes	Setting of data type for output 5.
Output 6	Switching (1 bit) Value transmitter 1 byte Value transmitter 2 bytes	Setting of data type for output 6.
Output 7	Switching (1 bit) Value transmitter 1 byte Value transmitter 2 bytes	Setting of data type for output 7.
Output 8	Switching (1 bit) Value transmitter 1 byte Value transmitter 2 bytes	Setting of data type for output 8.
Displays the consecutive sequence and times for	Sequence 1 Sequence 2 Sequence 3 Sequence 4	The ETS only displays the filecards for the succession and the times of the sequence preset.

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Parameters		
Description:	Values:	Remarks:
Sequence 1 - values		
Value 1 (0...1), (0...255), (0...65535)	0...1, 1 (only for switching 1 bit)	Input of the 8 values of sequence x (x = 1-4) The value ranges result from the parameterized object types as follows: - switching 1 bit 0...1 - value transmitter 1 byte 0...255 - value transmitter 2 bytes 0...65535
Value 2 (0...1), (0...255), (0...65535)	0...255, 255 (only for value transmitter 1 byte)	
Value 3 (0...1), (0...255), (0...65535)	0...65535, 65535 (only for value transmitter 2 bytes)	
Value 4 (0...1), (0...255), (0...65535)		
Value 5 (0...1), (0...255), (0...65535)		
Value 6 (0...1), (0...255), (0...65535)		
Value 7 (0...1), (0...255), (0...65535)		
Value 8 (0...1), (0...255), (0...65535)		
Sequence 2 - values, Sequence 3 - values, Sequence 4 - values See Sequence 1 - values !		

Parameters		
Description:	Values:	Remarks:
Sequence 1 – application flow		
Application flow of telegrams	Parameter setting possible	The succession of telegrams in sequence x (x = 1-4) can be programmed with parameter "1 st telegram" to "8 th telegram".
	By chance	The succession of telegrams in sequence x (x = 1-4) is random
Number of telegrams	1...8, 8	Setting the number of telegrams for sequence x (x = 1-4)
1 st telegram	Output 1 (default 1 st telegram)	Assignment of the 8 possible telegrams to the 8 outputs. These parameters are relevant only if "Application flow of telegrams" is set to "parameter setting possible".
2 nd telegram	Output 2 (default 2 nd telegram)	
3 rd telegram	Output 3 (default 3 rd telegram)	
4 th telegram	Output 4 (default 4 th telegram)	
5 th telegram	Output 5 (default 5 th telegram)	
6 th telegram	Output 6 (default 6 th telegram)	
7 th telegram	Output 7 (default 7 th telegram)	
8 th telegram	Output 8 (default 8 th telegram)	
Sequence 2 – application flow, Sequence 3 – application flow, Sequence 4 - application flow See Sequence 1 - application flow!		

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Parameters		
Description:	Values:	Remarks:
Sequence 1 - times 1-4		
Number of sequences (0...255) (0 = cyclically)	0...255, 1	Number of runs for sequence x (x = 1-4)
Call up next sequence after the last sequence is expired	No sequence 1 sequence 2 sequence 3 sequence 4	After the end of sequence x (x = 1-4), either sequence y (y = 1-4) or none can be called up automatically.
Time up to 1 st telegram base	40 ms 1 min 100 ms 10 min 1 s 30 min 5 s 1 h	Time up to 1 st telegram of sequence x (x = 1-4) time = base x factor
Time up to 1 st telegram factor (1...30)	1..30, 10	Time up to 1 st telegram of sequence x (x = 1-4) default: 100 ms x 10 x 1 s
Time between - 1 st and 2 nd telegram - 2 nd and 3 rd telegram - 3 rd and 4 th telegram base	40 ms 1 min 100 ms 10 min 1 s 30 min 5 s 1 h	Time between - 1 st and 2 nd telegram of sequence x (x = 1-4) - 2 nd and 3 rd telegram of sequence x (x = 1-4) - 3 rd and 4 th telegram of sequence x (x = 1-4) time = base x factor
Time between - 1 st and 2 nd telegram - 2 nd and 3 rd telegram - 3 rd and 4 th telegram factor (1...30)	1..30, 10	Time between - 1 st and 2 nd telegram of sequence x (x = 1-4) - 2 nd and 3 rd telegram of sequence x (x = 1-4) - 3 rd and 4 th telegram of sequence x (x = 1-4) default: 100 ms x 10 x 1 s
Sequence 2 - times 1-4, Sequence 3 - times 1-4, Sequence 4 - times 1-4		
See Sequence 1 - times 1-4!		

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Parameters		
Description:	Values:	Remarks:
Sequence 1 - times 5-8		
Time between - 4 th and 5 th telegram - 5 th and 6 th telegram - 6 th and 7 th telegram - 7 th and 8 th telegram - last and 1 st telegram base Time between - 4 th and 5 th telegram - 5 th and 6 th telegram - 6 th and 7 th telegram - 7 th and 8 th telegram - last and 1 st telegram factor (1...30)	40 ms 100 ms 1 s 5 s 1 min 10 min 30 min 1 h 1..30, 10	Time between - 4 th and 5 th telegram of sequence x (x = 1-4) - 5 th and 6 th telegram of sequence x (x = 1-4) - 6 th and 7 th telegram of sequence x (x = 1-4) - 7 th and 8 th telegram of sequence x (x = 1-4) - last and 1 st telegram of sequence x (x = 1-4) time = base x factor Time between - 4 th and 5 th telegram of sequence x (x = 1-4) - 5 th and 6 th telegram of sequence x (x = 1-4) - 6 th and 7 th telegram of sequence x (x = 1-4) - 7 th and 8 th telegram of sequence x (x = 1-4) - last and 1 st telegram of sequence x (x = 1-4) default: 100 ms x 10 x 1 s
Sequence 2 - times 5-8, Sequence 3 - times 5-8, Sequence 4 - times 5-8		
See Sequence 1 - times 5-8!		

Parameters		
Description:	Values:	Remarks:
Alarm		
Alarm value	1 0	Defines the value of the telegram issued in the event of an alarm via object 9.

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Parameters		
Description:	Values:	Remarks:
 Block function		
Function of operating LED with disable function	LED permanently OFF LED permanently ON Flashing	When the light-scene push button is disabled, the operating LED is permanently OFF, permanently ON or in a flashing mode.
Extension unit at block operation	enabled disabled	The disabled light-scene push-button can still be operated from an extension. In disabled state, light-scene push-button cannot be operated from the extension either.
1 st button	Button 1 Button 5 Button 2 Button 6 Button 3 Button 7 Button 4 Button 8	Defines the 1 st button of the button code. The button code is used for activating the disable function of the light-scene push-button.
2 nd button	Button 1 Button 5 Button 2 Button 6 Button 3 Button 7 Button 4 Button 8	Defines the 2 nd button of the button code. The button code is used for activating the disable function of the light-scene push-button.
3 rd button	Button 1 Button 5 Button 2 Button 6 Button 3 Button 7 Button 4 Button 8	Defines the 3 rd button of the button code. The button code is used for activating the disable function of the light-scene push-button.
4 th button	Button 1 Button 5 Button 2 Button 6 Button 3 Button 7 Button 4 Button 8	Defines the 4 th button of the button code. The button code is used for activating the disable function of the light-scene push-button.
Local adjustment of button code	disabled enabled	Local change of the button code is not possible. The button code can be changed by the so-called 3-button actuation (cf. functional description).
Software information		
